

POPULAR Computing WEEKLY

14 - 20 March 1985

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Vol 4 No 11

Commodore and Acorn prices tumble in shops

THE price cut on Commodore's Plus/4 computer, from £299.99 to £149.99 (see *Popular Computing Weekly*, February 14), has led many retailers to cut the price of its other machines in the stores, as the price cutting war on hardware continues.

Dixon's led the way, by cutting the £130 C16 down to £79.95. Boots has followed suit, and W H Smith has responded by further reducing the C16 to £69.95.

"Our price cut on the C16 was made to keep the Commodore products in line with each other," said Dave Gilbert of Dixon's. "After the Plus/4 went down, Boots dropped the Commodore 64 to £149, which we followed."

BUILD THIS ROBOT
for only £12.95
see p14



At £79.95, the C16 suddenly started moving very fast. The cut on the Plus/4 means that it is selling well too now – it was a bit disappointing before."

Peter Frost of Boots, how-
continued on page 4 ▶

Win
a C5
see
p6



Commodore C128 — two versions

COMMODORE's new C128 micro is to be sold in this country in two different versions.

The basic C128 – shown for the first time in Chicago in January – will be a direct successor to the Commodore 64, while the second version, the C128D, will have a single disc drive built-in.

The C128D will comprise two units – the processor unit plus disc drive together, and a separate keyboard. The processor unit is designed so that a monitor can sit on top. Apart from the disc drive and difference in appearance, the machines are identical in operation. It is believed that the basic C128 will be manufactured in Corby, and the C128D in Hanover.

However, there is some confusion within Commodore as to when the 128D will be launched.

David Gerrard, Commodore UK's marketing manager, said, "The C128 will be launched in the second half of the year – as far as I know,

there is only one version to be launched at the moment."

But Gail Wellington, who heads Commodore's software acquisition throughout Europe, said, "The two versions should be launched simultaneously – or, if not simultaneously, then the built-in disc drive version will follow very shortly."

The C128D – photograph courtesy of Tony Sleep and Microscope magazine

Commodore is also planning to produce software on a single disc that will run for all four of its machines: the C16, Plus/4, C64 and C128.

The different versions of the program will be headed by a specific loading routine to tell the computer which machine the program is run-

continued on page 4 ▶



INSIDE ▶

ROBOTS IN CONTROL – SPECIAL FEATURE ISSUE ▶

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View

Looking at machines like Commodore's C128D and Amiga or Atari's ST, it is obvious that here you have a couple of traditionally home computer manufacturers looking to expand their horizons.

Reading their press handouts it seems they are hoping to magically expose a huge new - and as yet untapped - market for a home computer that is capable of serious application. The argument goes that people have finished playing games and are now to get down to the serious business of running a business, word processing letters, organising accounts.

And, the best of luck to them. The ST, particularly, is a bold and exciting micro.

Yet they are by no means the first company to embark on this 'quest'. Sinclair, for example, said much the same sort of things about the QL when it was launched. The QL has undoubtedly found a market - but is it a huge one?

Going back even further, Computers intended its Lynx machine - offering CP/M - to have been a serious micro at a home micro price.

We will have to wait and see if Commodore or Atari (or even Sinclair or Amstrad) can crack it, but it is interesting to reflect that all the companies who have shown themselves to be interested in this 'middle ground' market are ones traditionally associated with the games scene.

When will the business micro companies like ACT and Apple launch a micro into the £400-£600 range?

Both have gone some way there with the Macintosh and the Apricot F1, respectively.

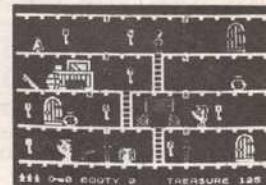
If ACT, say, was to launch a really low cost business system it would be fascinating to see how it compared with Atari's ST or the C128.

POPULAR Computing WEEKLY

Presents...

News > Acorn's financial results

4



Competition > Strain your brain and win a fantastic Sinclair Vehicles C5!

6

Software Reviews > Slave for the BBC B from A&F > Spectrum Simulator on the CBM 64 by Whitby Computers

11

Computers in Control > Build your own robot - and control it with your Spectrum, BBC, CBM 64 and Amstrad - for under £15

14

Computers in Control > The shape of things to come? Christina Erskine goes in search of the C5

20

Computers in Control > Now you've built your Buggy, what to do with it. Graham Taylor interrogates Richard Greenhill of IGR

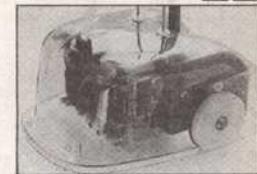
22

Star Game > Dare you face the Grave Robbers from Dimension X? Macabre Spectrum fun by John de Rivaz

24

The QL Page > Listings made a whole lot clearer by Gerard Phelan

28



Amstrad > Background printing on the CPC 464 from the keyboard of Brian Cadge

32

Commodore 64 > Some useful machine-code routines for the 64 by Gary Foreman

35

Best of the Rest > BBC and Electron 26 > Arcade Avenue 36 > Adventure Corner 39 > Top Ten, Diary, Readers Chart 46 > New Releases, This Week 47 > Puzzle, Ziggurat, Hackers 50

Futures...

Calculators turn into micros - we survey them all . . . how to connect this week's *Popular* buggy to your Amstrad

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ABC

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Computer Trade Association Magazine of the Year

Acorn's shares re-open on USM

TRADING in Acorn Computer's shares on the Unlisted Securities Market began again on March 6 last week, as it was revealed that Acorn's debts top £40m.

The shares, which were suspended on February 6, reopened at 28p, went up to 32p during the course of the day, and then fell back to close at 28p again. Late last week they had dropped 3p to 25p.

Details of Acorn's disastrous interim financial results for the six months ending December 30, 1984 were also published last week.

Commodore C128

▲ continued from page 1ning on, and which part of the data on disc to subsequently load," said Gail.

"This will be beneficial to the retailer, who will only need to stock one disc for all the Commodore machines."



Gail Wellington

The C128 is already beginning to attract software support. Audiogenic recently spent a week at Commodore's Slough offices converting its *64 Micro Swift Spreadsheet* for the C128.

"The conversion takes full advantage of the greater space on the 128," said Audiogenic's Henry Smithson. "It gives a worksheet size of 64 columns and 999 rows. We believe that the 128 should be ready in a couple of months or so, and our spreadsheet will obviously be available at launch."

Other software already signed up for the C128 is Thorn EMI's Perfect Software series, and Precision's *Superscript* and *Superbase*.

They confirm Acorn's post tax loss of £10.9m - resulting primarily from Acorn's costly failure and withdrawal from the US and Germany - but also show the value of Acorn's debts to creditors.

The company owes a total of £31.1m and its major creditors, Race Electronics, BSR(UK), Wong's Electronics and AB Electronics, are all to be paid in instalments over the next year.

Sinclair offers free QLub membership

MEMBERSHIP of Sinclair's QLub - the user's bureau for QL owners - has now been made free.

Previously, QL users wishing to join QLub had to pay a £35 annual subscription.

"The free membership is planned to last indefinitely, rather than being for the first year, or anything," said a Sinclair spokesman. "The membership now stands at over 10,000 and this is an enhancement to the service."

All QLub members who paid £35 to join should by now have received the upgraded versions of Psion's bundled QL software - *Quill*, *Archive*, *Easel* and *Abacus*. New QLub owners, joining free, will have to pay for the up-grade.

• Sir Clive Sinclair has written a letter to France's Prime Minister, M Laurent Fabius, requesting that Sinclair products be taken into account

High Street prices tumble

▲ continued from page 1

ever, says it cut the price on the Commodore 64 in response to a similar reduction by British Home Stores. "The 64 was made to look a bad buy at £199 when the Plus/4 was cut. Then BHS bought the 64 down to £149 and we followed them," he said. "The price on the C16 now seems to have been set by Dixon's at £79.95. I think we would have preferred it at £99."

Commodore UK's marketing manager David Gerrard remains unmoved by the High Street's cuts. "Commodore is not taking any further steps on pricing," he said. "The trade has taken its own actions, and we can see no reason for it - I don't think their stocks are large enough to warrant it."

Commodore is not the only



Sir Clive - wrote to Prime Minister

when the French schools micro contracts are finalised. "At the moment, Bull and Thomson have won a big slice of the contract, but they don't cover all micros, and there are still some gaps to fill, particularly at the low-cost end of the market," said a Sinclair spokeswoman. Sinclair claims to be one of the market leaders in France with the ZX Spectrum, with a 25% share.

The Dragon returns to UK

THE DRAGON 64 machine looks set to make a reappearance in this country, following the appointment of Compusense as exclusive Dragon distributors for the UK.

"Our plan is to market the Dragon 64 plus disc drives as a low-cost entry machine for business use," said Ted Oprychal, who heads Compusense.

manufacturer hit by retail price cutting. The BBC B machine is also widely available at well below its recommended price of £399 and most of the large High Street retailers have preferred to cut £50 off the manufacturer's price, rather than join in Chris Curry's £50 trade-in scheme (see *Popular Computing Weekly*, 31 January).

At Boots, you can buy a BBC B with a data recorder for £325. The same package at Dixon's costs £349.99. At W H Smith, the basic BBC model is £339. Most are selling the BBC bundled with a disc interface at £399.

However, Acorn and Sinclair's own cuts on the Electron and Spectrum + respectively to £129 each seem to have done the trick. "There was substantially improved demand at a stroke," said Dave Gilbert, while Peter Frost commented, "The decrease stimulated demand which is now settling down at a higher level than before."

Beyond with new label

BEYOND has announced details of a new arcade shoot-'em-up, *Quake* - but it may not be released under the Beyond label.

Quake is being programmed by Warren Foulkes and Mike Singleton, and will feature the landscaping technique Mike pioneered for the *Midnight* trilogy.

According to Mike, the game is set in a power station on the bottom of the Pacific Ocean which is tapping the Earth's core. Terrorists of the Robot Liberation Front have programmed five of the base's six defence computers

continued on page 5 ▶

Dragon machines, who bought up the name and assets of the failed Dragon Data last year.

In Spain, the Dragon 64 is the micro currently being heavily promoted into schools. Production of the Dragon 32 machine has ceased and Eurohard is planning to repackage the 64 as the Dragon 100. A Dragon 200 - a 128K version, - is planned in the autumn. - Details from Compusense, 286d, Green Lanes London N13 5XA.

Letters

Elitist attitude

Many of us have read with dismay of the recent plight of Acorn.

Even so, one can't help but say that it brought its problems upon itself with its pricing policy.

Initially the BBC micro was the Rolls-Royce of the industry with a price tag to match. Even if you could afford one you still had to face huge prices for peripherals. I own a Spectrum, but would be the first to admit I would have liked a BBC if it had not been for the price.

Yet, as other manufacturers have either dramatically reduced costs and/or introduced more advanced models – particularly with more memory – the BBC still remains at its original price with a memory size which now, compared with others, is very restricted (especially in graphics mode).

If Acorn had not had the added bonus of the BBC name one can only assume the com-

pany would have folded up long ago. Even many Spectrum programs, when converted for the BBC, had to have restrictions in content or number of screens just to run on it!

As for the Electron, this was a disaster from start to finish, gaining whatever reputation it has on the back of the BBC machine.

With a more realistic pricing policy Acorn had the opportunity to capture the major share of the home micro market – yet with Acorn's apparently elitist attitude that chance was thrown away.

Robin Window
18 Easthams Road
Crewkerne
Somerset

Poor investment

Robert Sedgewick should think twice, (Letters, February 21). Today's radios, calculators and especially computers will never become collectors' items if we all do what he suggests (ie, hang on

to them) because they will never become rare enough to make them valuable to collectors.

So when Robert Sedgewick's house becomes full of the junk he bought for 'practically nothing', he'll feel such a nerd selling it again for hardly anything at all.

Julian Skidmore
25 Cossall Road
Trowell
Notts



"That's not the way we do things here."

ply'. Eventually after two days and three long distance telephone calls the service manager for Amstrad admitted a modification kit existed – and my monitor is now perfect!

What angered and disappointed me, though, were Amstrad's initial emphatic denials. It was precisely this sort of attitude which led to the downfall of the British motorcycle industry and the near collapse of BL.

Lawrence Dolan
230 Selsey Road
Edgebaston
Birmingham

Competition

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of the future. The winner will be the person who sends in the most imaginative and exciting vision of Sinclair's transport of the future.

The competition will be judged by a panel from *Popular Computer Weekly* and Sinclair Vehicles, and their decision is final. All entries must reach us by 12.00pm, Thursday April 4th, together with the coupon from this page.

Send your entry to *Popular Computing Weekly*, C5 Competition, 12-13 Little Newport Street, London WC2H 1PP. Employees of Sunshine Publications and Sinclair Vehicles Ltd and their families are not eligible to enter.

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Bob Chappell
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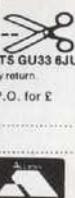
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Eureka!

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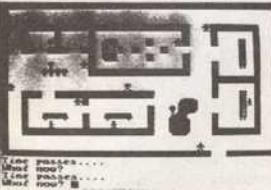
Ring quest

Program Ring of Darkness
Price £9.95 **Micro CPC 464**

Supplier Wintersoft Software, 30 Uplands Park Road, Enfield, Middx EN2 7PT

One of that rare breed of programs that were so good on the Dragon that they had to be converted on to other machines, *Ring of Darkness* is often classed as an 'adventure' but, despite a degree of text input and output, it in fact owes more to role playing computer games such as *Wumpus* and *The Valley*.

As in Dungeons and Dragons you build up a character



with amounts of intelligence, strength and agility and choose a suitable race and role such as 'elf-thief'. You must then cross the land, gaining experience as you are set upon by thugs and complete many minor tasks set you by any Kings you bump into. Along the way you

Tony Kendle

come across hints that there is in fact a much greater quest, involving said ring, to be completed but getting anywhere with this will involve many hours of play.

Movement is represented on screen by simple non-animated graphics which travel in character-square sized jumps over a plan view of the countryside. For once, however, this is excusable because every spare byte of memory has been used in creating the large playing area and complex plot. Occasionally, preferably when you have accumulated a lot of experience and power, you can venture underground into dungeons which are comprised of graphic mazes and are full of evil things. (If you are contemplating buying a 3D maze game then don't, because those held within *Ring* are amongst the best I have seen and you get much, much more besides.)

Thanks to the use of data compression techniques the 464 game holds all the mazes within the one program – on earlier versions they had to be loaded in off the tape which was irritating if you only survived ten seconds. A deservedly popular program that gives a lot for your money.

Timbers shivered

Program The Quest for the BBC Joystick **Price** £4.95 **Micro BBC B Supplier Delta 4 Software, The Shielding, New Road, Swanmore, Hants SO3 9PE.**

Ian Willis is a loony! The nicest kind, however; he and Fergus McNeill have produced a light-hearted adventure game that is genuinely witty, fun to play and suitably infuriating.

Your task is to find and assemble parts of a joystick. To do so, you'll travel all over England, get to know more about London's Underground than any sane person would wish, will meet some suspiciously familiar names like The Lame Gords, Picro Mower, Snotball, Castle of Piddles,

Harrooth (a well-known thug in Knightsbridge), Chublock Homes and Doctor Ampdaughter and so on. You'll also come to dread loud music in record shops.

The game starts with a stupendous title sequence which must be seen and heard to be believed. In future playings you can skip it and go straight to the adventure. Commands are the usual format with some jokey responses and the only mis-spellings are clearly deliberate. The screen display is a neat and colourful one. Your status and strength can be checked at will and the game can be saved at any point.

A delightful adventure which will bring hours of laughter to any household – and at a bargain price.

Dave & Jan Watterson



Supercode

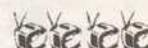
Program Supercode III **Price** (to come) **Micro Spectrum 48K Supplier C.P. Software (III), 2 Glebe Road, Uxbridge, Middlesex UB8 2RD.**

break into your programs!

Resist this enthusiasm, and the variety of off-the-peg routines is still relatively varied; sound, graphics, program compression, protection and manipulation microdrive and interface utilities.

Copyright is waived, even for commercial use, providing *Supercode III* is credited, but don't imagine that this is your passport to millions. You'll still have to provide the writing skill to make best use of these techniques. The ambitious and imaginative programmer will find it a useful toolkit though.

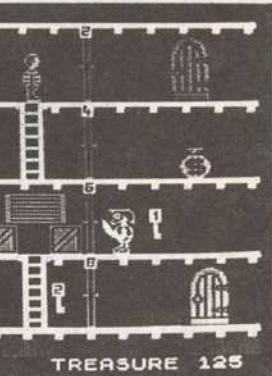
John Minson



key at a time and some keys lie behind locked doors.

This causes trouble because several rooms imprison deadly ghost pirates who have to be released and dodged to complete the task. Other wandering nasties add to the chaos, as does booby trapped booty – Jim can just avoid its explosions if he's sharp. There's also a maze element in that the holds are interconnected by various doors, but to use them well calls for careful planning.

A few rough edges show, such as the abrupt return to



the title screen on losing Jim's last life, but this is a budget game and playability is high.

No turkey this, though I'll still quote Bernard Matthews – 'It's Booty-full'!

John Minson



Fast puck

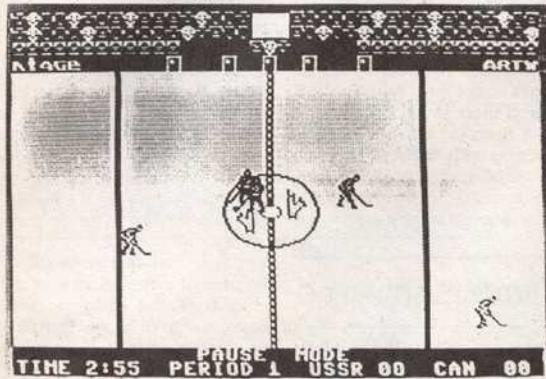
Program Slap Shot Price £8.95 Micro Commodore 64/2 joysticks Supplier Anirog, 8 High Street, Horley, Surrey.

Lots of sport simulations are coming on to the market at the moment, and Anirog is following the trend by releasing *Slap Shot*—

er. The goalie can also be moved when you are defending.

Encouraged by the clapping and the whistling of the crowd, each team has to play three action-packed, three-minute periods. The computer also provides the odd speech commentary, like "he scored", or "penalty". It's amazing what computers can do nowadays.

Ice hockey is a very fast,



an ice hockey simulation. You'll need to find yourself an opponent before you start, but after that, it's straight down to the action.

No sooner have the players selected their favourite international teams, than the display switches to the ice rink. About a quarter of the playing area is shown at any one time, with the action smoothly scrolling up and down the pitch.

You control one player who can skate in a number of directions at varying speeds, and pass or shoot the puck. The other players in the team are controlled by the computer.

tough sport, and *Slap Shot* tries to capture these features. It's a very ambitious game and it comes off quite well, although it must be admitted that this game isn't up to the excellent standards of simulations like *International Soccer*.

My only small criticism is that you need to find an opponent before you can play. If you don't fancy the roughness of the real game of ice hockey, then *Slap Shot* can provide a good fireside alternative.

Tom Hussey



QL upgrades

Program Quill, Abacus, Archive and Easel Price £15 each or £50 for all four Micro QL Supplier Sinclair Research Limited, Stanhope Road, Camberley, Surrey GU15 3PS.

As all QLUB members will now know, the software upgrades from Sinclair are now available and are being sent out free of charge; but for anyone who is not a member of

QLUB, Sinclair is going to charge £15 for each package you want to upgrade or £50 for all four.

The first thing you find when loading one of the programs is the speed at which they now load. It now takes only 10 to 15 seconds to load any of the programs. When loaded you find that each program has more memory free for data, the figures are *Archive* - 20K, *Abacus* - 22K, *Easel* - 12K and *Quill* - 4.5K. The extra memory available for *Quill* means that documents less than 4 pages long don't need to be partially

stored on to microdrives while you write them.

The extra memory available in the other programs allows you to enter larger amounts of data.

As well as more space being made available, the programs have been compressed to fit into memory, meaning that no overlays from the microdrives are needed. This is shown when using *Quill* which now does not need to access the microdrive for any of its commands.

The only time the programs need to access microdrives is to load in the 'help' file or the information for the printer.

To make the memory space needed to hold the extra data the programs have been rewritten in machine code, this in turn means that there is a large increase in speed. Examples are the speed at

which *Easel* now draws pie-charts (now done in only a few seconds) and the general improvement found when using *Quill*.

While each piece of software comes with a new manual. The main improvement I've found here is the information given on exporting data between programs and using printers.

To allow you to use extra hardware the 'install' programs have been improved so you can use a different output device such as a parallel printer.

However, even though the software is greatly improved over the older versions, it shouldn't now be sold at a profit; the originals simply had too many errors.

Roger Thomas

editing them if you change your mind is a slightly more complicated and slower process.

On the negative side, the program does not note bar endings, etc, and tempo is only set in terms of absolute speed of playing, so it is limited as an educational tool. The smallest note length is a semi-quaver and, more regrettably, only one channel of music can be played at once which hampers the scope of the composition.

It should also, but doesn't, allow you to change the voice of the note that plays and ideally the tune should be



able to be saved as object code which can be called from your own programs, or at least, the appropriate data statements required to recreate it, printed on screen.

Taking everything into consideration, it's not a bad program. Just outrageously priced for its capabilities.

Tony Kendle



BLOCKBUSTERS

Blockbusters is the ratings-topping, button-popping, mind-stopping quiz game of the decade, and now it's been adapted for your micro computer!

Central TV's popular programme attracts around 12 million fans, and now it's all set to become number one in the personal computer charts as well! Blockbusters is 'edutainment' of the highest level for all the family, providing a perfect introduction to the home computer.

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Off your trolley!

Your own robot to build yourself for under £15? John Billingsley shows you how

Fancy building the *Popular Computing Weekly* buggy? Here we show you how to very simply construct a robot for either the Spectrum, Commodore 64, ZX81, or BBC machines - all for around £13.

Don't be put off if you think it looks too complicated - all the parts are quite easy to get hold of or if you prefer we can supply you with a kit of parts.

It's a small step from adding extra software to your micro to adding a genuine mobile mechanism, but it will completely change your attitude to the possibilities of your machine.

The secret is to limit your first experiment to the simplest of interfaces. Afterwards you will be inspired to go on to build micromice, or even robots with sensors - but start off gently with a simple trolley.

Rather than getting involved in complicated reversible motor drives, the *Popular* buggy just switches the left and right motors of the trolley on or off. This makes it possible to use an interface consisting of just a single chip for the Commodore, and BBC computers, and just two chips for a Spectrum or ZX81. The trolley is still fairly steerable, although it cannot spin on the spot.

You will be able to teach the trolley a course around the room - or as far as the linking cable will stretch.

When you press the F key of your computer, the trolley will roll forwards in a straight line. Release it and press L instead, and the trolley will pivot on the

left wheel to turn left. Press R and the trolley will pivot to the right, press Space and it will stop.

The full program will record in memory the times for which you held down the keys. Lift the trolley back to the start and press G, and the trolley will set off on the remembered course. There is no feedback or sensing, so the course may be a bit wobbly - but it's a start towards greater things.

The trolley

To minimise the work involved in building the trolley, I settled on a gadget sold by Greenweld of Southampton. This is made as the innards of a controllable tank, and has two motors with suitable gearboxes and a cunning magnetic clutch arrangement to help it run straight. They also sell push-on wheels.

To make the trolley, take the motor/gearbox, push on the two wheels. And, that's it. You can't get much simpler than that!

Of course, that leaves the tail of the trolley scraping along on the floor, and you will probably need to add a tail-wheel or skid. That won't change the way it works, however, so I will leave that part entirely up to you.

One thing that you might have to attend to is the cunning magnetic clutch - it can get a bit too cunning for the steering to work. The idea is that a small magnet is mounted on the shaft of each motor, and being close together the magnets will try to lock into line. If one motor is a bit more energetic than the other, there would normally be a tendency for the vehicle to go round in large circles. Instead the magnets fall in line to drive both wheels at exactly the same speed. If the magnets are too close together, the

wheels will lock together. To solve this place a thin screwdriver between them through the slot which is conveniently provided, and with two pennies squeeze the ends of the motor shafts towards each other. In this way you will press the magnets and their gears more firmly on to the motor shafts, and the gap will be increased.

Check the clutch by applying a 1.5 volt battery to the wires of just one of the motors. That motor should start alone, without carrying the other motor along too.

There is still one more task in preparing the trolley, and that is to attach the cable. Connect the blue lead of the left motor to the red lead of the right - that is, with the smooth side of the trolley downwards, and the motors towards you. Connect these to the wire of the connecting cable which we will call 'common'. Connect the remaining two major wires each to its own wire of the cable. A few inches of sticky tape will serve both to keep the connections separately insulated, and to anchor the end of the cable to the trolley. If you are feeling wealthy, you can use three wires-worth of ribbon cable for the lead. Instead I recommend that you plait together three lengths of instrument wire, one red, one black and one white. Use the red wire as the 'common', black for the left motor wire and white for the right.

Now test-drive the trolley under manual control. You will need two ordinary 1.5 volt batteries, wired up in series, giving 3 volts. Connect the red (common) wire to the positive terminal of the pair of batteries, and touch the black and white in turn and both together on to the negative end. With both connected the trolley should run straight. You will probably find that to get the trolley to turn, you must first let it stop before driving just one motor.

Now, we have to let the computer take over the task of switching the motors.

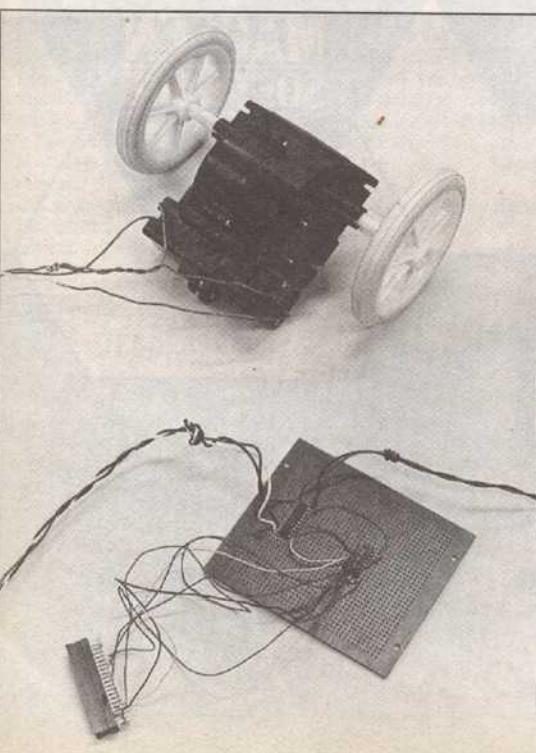
The power chip

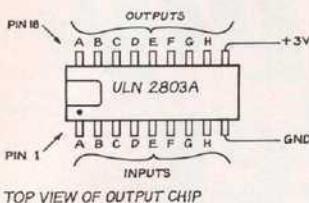
The circuit board required only uses one component (two in the case of the Spectrum version) so it is very straightforward to construct.

The ULN2803 chip which is used contains eight Darlington transistors. We really only need two of these, but the chip is a really convenient way to obtain them. It also gives a lot of scope for future projects.

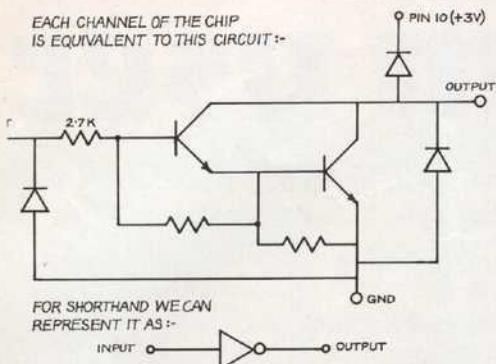
Connect each of the motor leads to an output of the chip, on pins 18 and 17, while the common motor lead is connected to the +3 volt point of the battery. This point is also linked to pin 10 of the chip. The negative end of the battery is connected to 'system ground', which in this case means pin 9 of the chip which is also connected to the computer's ground.

Each of the transistors of the chip is capable of switching 0.5 amps, enough for one of our motors, a relay, or for a





EACH CHANNEL OF THE CHIP IS EQUIVALENT TO THIS CIRCUIT:-

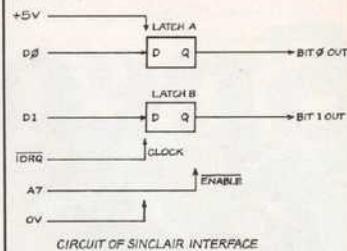
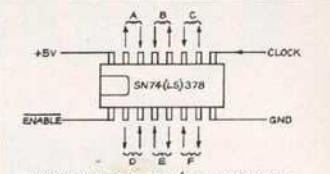


future stepping motor. The chip performs the necessary power conversion to step up the feeble current of the computer's 'user port' (if it has one) to the current necessary to drive the mo-

chine-code instruction is taken from the memory, its value fleetingly appears for a microsecond or two on the data bus. If an Out command is executed, the value will also briefly flash on to the bus, but will be gone in an instant. Somehow we have to catch the value in flight, and nail it down so that the motors can respond to it.

The Z80 chip can command a value to be sent to any of 256 addresses, selected by the eight lower address bits. The output is signalled by the input/output request line and Write line being pulled low, when the address appears on the address lines and the data bits are presented on Lines D0 to D7. The 'proper' way of adding an output interface would involve decoding the device address, And'ing it with I/O request and the Write strobe, and using the resulting pulse to latch the eight bits of the data bus. It's easier to cheat a little.

The extra chip needed for the 74LS378 chip has six latches, a clock line and an enable line. If the enable line is pulled low, than a pulse on the clock line will latch the data inputs so that a steady value will appear at the

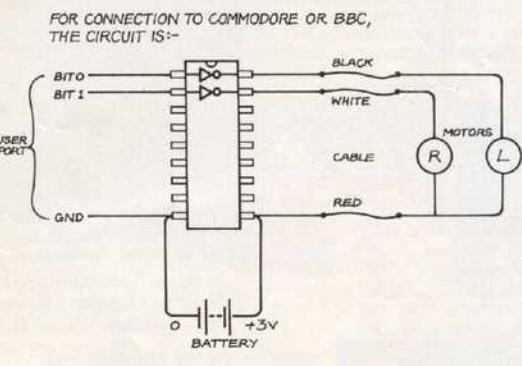


The snag is that it will catch every output, whether directed to the trolley, to the screen to the printer or the sound chip. The program must therefore avoid writing data to any device but the trolley.

In this simple way, you can obtain six output logic signals with just one chip (eight lines with a 74LS377). To obtain two output bits it is connected by just six wires to the Spectrum or ZX81 expansion port edge connector.

Practical construction

For a circuit this simple, using an unclad circuit board will be easier. The pins of the chip fit through the holes, and are bent outwards on the underside. To make a connection, a wire is pushed



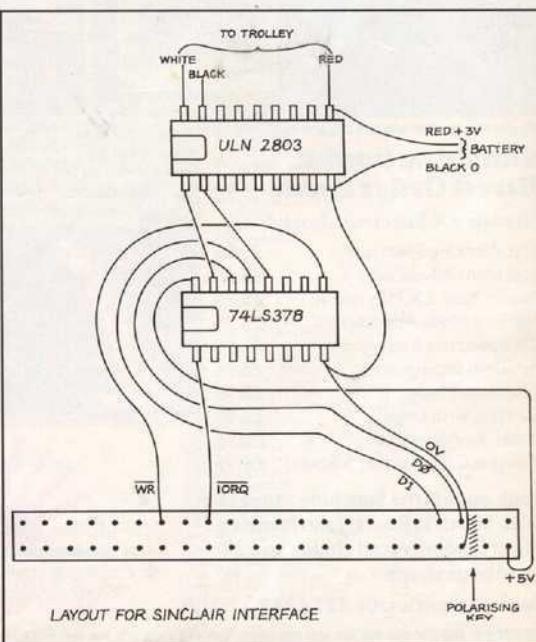
tors. We need only connect user port bits 0 and 1 to pins 1 and 2 of the chip to complete the system.

The user port contains eight output lines, each set by one bit of an output byte. The desired value must be Poked into a suitable address, or set on the BBC by ?&FE60 = the pins of the connector, and will remain there until another value is output.

Output from a Sinclair

If your computer is a ZX81 or a Spectrum, you will by now be worried that it has no 'user port'. Instead, there is an expansion connector which brings out all the sensitive inner signals, including the address and data bus. As each ma-

output until the next pulse. Therefore, as many bits of the data bus as we need are connected (in this case just D0 and D1) to the chip's data inputs. By tying the enable pin of the chip to the I/O request line of the Spectrum and the chip's clock line to the Spectrum's Write line, the chip will only latch signals which are meant as outputs.

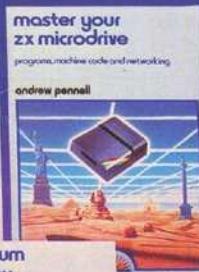
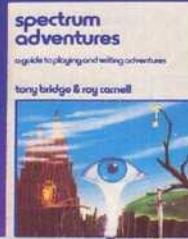
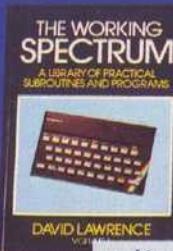


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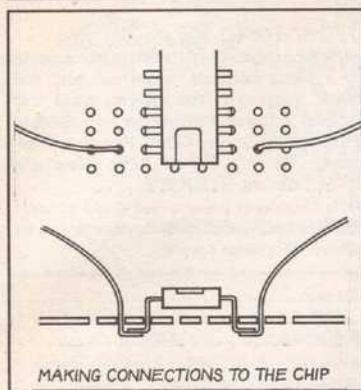
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Computers In Control



MAKING CONNECTIONS TO THE CHIP

through the adjacent hole and bent over on top of the pin where it is soldered in place. Take care when soldering. Clean the iron before every joint – a quick wipe on a wet tissue will do the trick – and melt fresh solder on to the joint as you solder it. 'Tin' each wire and component before making the joint by melting fresh solder against the iron in contact with that component alone. The result should be a bright film of tin which wets each surface to be connected. Now bend the leads so that they press together, and a swift touch with the iron will result in a reliable joint. Mount the Darlington chip on to the board as shown in the diagram. The three leads to the trolley can now be connected Red to pin 10, White to pin 17 and Black to pin 18. The leads from the battery holder are connected Red (+3 volts) to pin 10, joining the motor lead, and Black (battery negative) to pin 9. Remember that the pins are numbered anticlockwise.

For Commodore and BBC users there are only three more connections to make – to the user port of your machine. On Commodore Pet, C64 and Vic the edge connector is 12 pins wide. Pin A, at the bottom left, is the ground connection and is to be connected to pin 9 of the chip. Pin C, third from the bottom left, is data bit 0 of the user port and you must connect this to pin 1 of the chip. Pin D is data bit 1 and must be connected to chip pin 2.

The BBC version of the kit includes a user port connector with a short length of ribbon cable already attached. The ribbon emerges from the bottom edge when plugged into the computer, and if left straight without twists will emerge from the front beneath the keyboard. In this position, wire number 1 will be on the right, and wire number 20 on the extreme left of the cable. Connect wire 19, which is a ground connection, to pin 9 of the chip. Connect wire 4 to pin 1 of the chip and wire 5 to pin 2.

Spectrum and ZX81 owners must add a second chip before they can try out their system. Mount the 74LS378 a little way from the first chip as shown, and use thin instrument wire to make the links between the chips. Connect pin 13 of the 378 chip to pin 1 of the ULN, connect pin

10 of the 378 to pin 2 of the ULN. These are the outputs of the latches, driving the inputs of the Darlington chip. Connect pin 8 of the 378 to pin 9 of the ULN, linking the grounds.

The expansion port connector for the Spectrum is five pins longer than the one for the ZX81, but the connections which matter here are in the same position in each case relative to the polarising slot. This slot is in position 3 on the ZX81, or position 5 on the Spectrum. Use a 23-pin length of 0.1 inch connector with the polarising pin in position 3, measured from the right when looking into the back of the computer. Now the pin numbers will be given for the ZX81 and this connector, with the Spectrum shown in brackets. Although missing, pin 3 is still counted.

Connect pin 4 lower (Spectrum) to pin 7 of the 378, to link the system ground. Connect pin 1 (3) lower to the 378 pin 16 to provide +5 volts for the chip. Connect pin 4 (6) upper to 378 pin 11. Connect pin 5 (7) upper to 378 pin 12. These are the data bus bits. Connect pin 15 (17) upper to 38 pin 1, computer I/O request to chip enable. Connect pin 17 (19) upper to 378 pin 9, WRITE strobe to the chip's clock.

Software for controlling the trolley

There are two programs. The second is the all-singing, all-dancing version which will remember a route. The first, however, is a simple test program.

For the BBC and Commodore computers you first need to 'configure' the output. The bits of the interface chip can be used for outputs or inputs in any combination, and a 'data direction register' controls which is which. This register appears as an address in memory, and if you store 255 in it all the bits will be outputs. According to your machine, type the following as a direct command:

BBC: ?&FE62=255:PO=&FE60

Pet: POKE 59459,255:PO=59471

C64: POKE 56579,255:PO=56577

Vic 20: POKE 37138,255:PO=37136

The port address has also been specified, so that the next instructions can be common for all Commodore machines.

Test also that the motors will stop by using the following direct command:

BBC: ?PO=0

CBM: POKE PO,0

The left motor should run with:

BBC: ?PO=1

CBM: POKE PO,1

The right motor should run with:

BBC: ?PO=2

CBM: POKE PO,2

Both motors should run with:

BBC: ?PO=3

CBM: POKE PO,3

Something a little more elaborate is needed for the Sinclair, since both motors will be set running any time a character is written to the screen.

10 LET a\$=INKEY\$

20 IF a\$="r" THEN OUT 255,1

```
30 IF a$="l" THEN OUT 255,2
40 IF a$="f" THEN OUT 255,3
50 IF a$=" " THEN OUT 255,0
60 GO TO 10
```

Now when you run the program you should be able to control the trolley by pressing *f*, *l*, or *Space*. (Note that there is a space between the quotes in Line 50).

The full program

Now you are ready for the full program.

Commodore:

```
10 POKE 59459,255:PO=59471: REM PET ***  
10 POKE 56579,255:PO=56577: REM CBM64 ***  
10 POKE 37138,255:PO=37136: REM VIC20 ***  
20 DIM B(100),T(100)  
30 N=0:T1=0:IF N>100 THEN 300  
40 POKE PD,0  
100 GET A#  
110 IF A$="" THEN 100  
120 IF A$=" " THEN K=0  
130 IF A$="R" THEN K=1  
140 IF A$="L" THEN K=2  
150 IF A$="F" THEN K=3  
160 IF A$="B" THEN 300  
170 N=N+1:IF N>100 THEN 300  
180 B(N)=K  
190 T(N)=T1  
200 POKE PO,0 320 FOR M=1 TO N  
220 FOR J=1 TO 200:NEXT 330 IF T(J)<T(M) THEN 330  
230 POKE PD,K 340 POKE PO,0  
240 GOTO 100 350 FOR J=1 TO 200:NEXT  
300 TI$="000000" 360 POKE PO,B(M)  
310 POKE PD,0 370 NEXT M
```

BBC:

```
10 DIM B(100)
20 DIM T(100)
30 N=0:TIME=0
40 J=0:K=0
50 ?PORT=&FE60:?FE62=3
100 A$=INKEY$(0)
130 IF A$="" THEN 100
140 IF A$=" " THEN K=0
150 IF A$="r" THEN K=1
160 IF A$="l" THEN K=2
170 IF A$="f" THEN K=3
180 IF A$="B" THEN 300
190 N=N+1
200 B(N)=K
210 T(N)=TIME
220 ?PORT=0
230 J=INKEY$(25)
240 ?PORT=K
250 GOTO 100
300 TIME=0
310 FOR M=1 TO N
320 READ B(M):IF TIME>T(M)
330 ?PORT=0
340 K=INKEY$(25)
350 ?PORT=3(M)
360 NEXT M
```

Sinclair:

```
10 DIM b(100)
20 DIM t(100)
30 LET i=0:LET n=0:LET j=0:LET k=0
100 LET a$=INKEY$  
110 LET i=i+1
120 IF i>j THEN 80 TO 100
130 IF a$=" " THEN 80 TO 100
140 IF a$="r" THEN LET k=0
150 IF a$="l" THEN LET k=2
160 IF a$="f" THEN LET k=1
170 IF a$=" " THEN LET k=3
180 IF a$="g" THEN 80 TO 300
190 LET n=n+1
200 LET b(n)=k
210 LET t(n)=i
220 OUT 255,0
230 FOR j=1 TO 100: NEXT j
240 OUT 255,k
250 LET i=j
260 GO TO 100
300 LET i=0
310 FOR n=1 TO t(i): NEXT j
320 FOR j=1 TO t(m): NEXT j
330 OUT 255,0
340 FOR j=1 TO 100: NEXT j
350 OUT 255,b(m)
360 NEXT n
370 OUT 255,0
```

Computers In Control

Finally

Having made and run the trolley you will surely want to move on to greater things. There are two books I have written *DIY Robotics and Sensors on the BBC Computer* and *DIY Robotics and Sensors on the Commodore 64 Computer*, which are being offered at a special discount to *Popular* readers - see coupon below. They give a gentle introduction to the art of interfacing and move on to turtles and robot control. You will also find joysticks and lightpens which you can construct yourself.

Getting the parts

Popular Computing Weekly has arranged with Greenweld of Southampton to produce a kit consisting of everything you need to produce the buggy.

There are slight differences between the kits required for each micro so make sure you indicate clearly which micro you own. Prices are as follows:

BBC, Spectrum, ZX81 £12.95

Commodore 64 £11.95

Prices include postage and packing but not batteries. For those who wish to buy all or some of the buggy themselves this is the full parts list:

- 1 2-cell battery connector
- 3 metres each of 3 colours of single core cable (for connection to computer)
- 2 Wheels
- 3 metres of thin single core cable for wiring
- 1 small unclad connector board
- 1 ULN 2803 Darlington Chip
- 1 0.156 12-way connector (for the Commodore 64)

or

- 1 20-way connector with ribbon cable attached (for the BBC)

or

- 1 23-way 0.1 edge-connector with polarising plug in the third position (for the Spectrum)

The Spectrum version also requires 1 74LS 378 chip.

If you do not wish to use the Greenweld gearbox and motors unit (available for £5.95) you will need 2 gearboxes (50:1 ratio or similar) and two small dc motors.

Greenweld are also offering an Antex CS soldering iron with solder for £5.95 - usual retail is £7.95 - to anyone buying the kit - simply enclose the extra money with your order.

Order form

Complete the form with your name and address, together with the version of the kit you want and the total value of your order and send in to Popular Buggy Offer, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

NOTE: Cheques or postal orders should be made payable to Greenweld Ltd. Please allow 28 days for delivery. Offer closes April 30.

Name

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	Price	Order value
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ZX81 kit	£12.95	
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Special Offer

DIY robotics and sensors

on the commodore computer
practical projects for control applications

john billingsley



Robotics book offer

To tie in with *Popular Computing Weekly's* Computers in Control issue - and the article by John Billingsley on how to build your own micro controlled 'trolley' - we are offering C64 and BBC owners a special offer of £2 off the recommended retail price of his two robotics books.

The books are a step-by-step guide to the easy DIY construction of a wealth of gadgetry for your micro - a robot with vision, a home-made joystick, simple stepper-motor operation. It's all in his books.

Fill in the coupon and send it together with a cheque or postal order made payable to: Scot Books, Robot Books Offer, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP. Offer closes April 4.

DIY robotics and sensors

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Power to the pedal

Christina Erskine – totally without electrical assistance – interviews Barrie Wills of Sinclair Vehicles

There are no C5s in the staff car park at Sinclair Vehicles just outside Coventry which, when you consider that Ford's car park at Dagenham, for example, is full of Escorts and Sierras, seems a little odd.

I asked Barrie Wills, Sinclair Vehicles' managing director, about this apparent lack of faith among the 35 employees. He grinned. "Our staff travel here from all over the place – many of them from beyond the C5's battery range."

Even if the staff don't use C5s to travel to work, Sinclair Vehicles are now claiming sales of over 5,000 ranging from 14-year-olds, since the C5 requires no licence, to a 92-year-old in Weston-super-Mare. The C5 has attracted huge attention since its launch in January – and has kept several cartoonists in gainful employment. I asked Barrie how he felt about the considerable lampooning of the C5.

"It's great. It's fine. It's a very positive thing. It means that C5 has caught people's imagination. The comments being made about C5 now are in the same vein as those that accompanied the launch of the Mini in 1959, but they didn't stop the Mini being astoundingly successful."

Nor has it taken long for folklore to spring up around the C5 – Sinclair Vehicles is *not* a division of Sinclair Research, it *hasn't* swallowed up all the profits the Spectrum ever made, and it *doesn't* run on a washing machine motor. Barrie explains: "Sinclair Vehicles and Sinclair Research are two separate companies with a common chairman – Sir Clive – who owns a majority of both. Sinclair Vehicles is funded by money raised by a private placing of 10% of Sir Clive's Sinclair Research shares. The motor is made by the Italian firm Polymotor, who manufacture a broad range of motors – which, yes, includes washing machine motors, but then they make torpedo motors as well."

Lateral thinking

The C5, as Sinclair Vehicles have stressed, is not an isolated product, but the first part of a family of electric vehicles which will eventually comprise the C5, C10 and C15. 'C', incidentally, stands for 'Clive', and motor industry convention dictates that one doesn't begin a range at number one. It has been widely supposed that the C18, the last member of that family, planned for the 1990s, would be more or less a conventional 'car' in appearance – unlike the C5. Barrie, however, is quick to dispel that view.

"An orthodox looking electric car will probably never happen, largely because of the problems of power storage," Barrie said. "And it's not certain that our future products will be 'cars'. While C5 is classified as an electrically assisted tricycle, our next vehicle will not be in that category – but then it won't be a car either. The third and final model might be a car – though it won't look like one. This last model is one that should come closest to today's family car."

"Because of battery storage problems, the third vehicle will require a different power system from lead acid batteries, and that will take time to develop. The second model – C5's successor – will, too, have to take account of the lead acid battery limitations. Some elements of Sir Clive's capacity for lateral thinking will come into play here."

A straight line

This is all very tantalising, and there's a large amount of 'wait and see' undertones in what Barrie says. For the present, Sinclair Vehicles has the much more immediate problem of the Doubting Thomases who have suggested that the C5 is unsafe.

The whole subject of whether the C5 is unstable, unreliable or invisible is obviously one that Barrie is heartily sick of.

"The only organisation that is saying this is the British Safety Council. Local councils, ROSPA and the GLC Safety Committee, on the other hand, have all been very supportive. We did a lot of research into the safety aspects, we consulted organisations like ROSPA and worked closely with them, and listened to what they had to say."

"On the subject of stability, C5 keeps a straighter line than either bicycles or mopeds. With three wheels, it's a safer alternative to two wheeled machines, again like bicycles and mopeds."

"People say C5s and trucks don't mix on the road, and comment on how the C5 can't be easily seen. But the C5 can be seen from a truck – far more easily – again – than a bicycle."

"I suspect that the safety debate surrounding C5 is actually part of a wider concern about road safety generally – and a debate on road safety overall is to be welcomed."

Controversy has also sprung up around the position of the C5's steering column – under the driver's seat.

"This is something we felt to be ergonomically desirable – as is the position of the seat in relation to the pedals. The steering bar lies where your hands

would naturally fall, and so is much less tiring – it also means that the steering bar doesn't get in the way if you need to get out of the C5 in an emergency."

Yet another 'first' that the C5 heralded was the use of polypropylene – unsaturated plastic – for the body.

"Many car manufacturers are using polypropylene for bumpers, for instance – Rover for one. It is beginning to come into use, too, for fascias and crashpads, because it will take impact without shattering and then return to its original shape."

"We carried out tests at MIRA (Motor Industry Research Association) to find out what happened to occupants hitting a wall at 15 mph, C5's maximum speed. The front canopy on C5 tends to restrain the occupant, and bends against the chest rather than digging into it. The driver doesn't get away totally unharmed, obviously, but isn't badly damaged."

When it comes to the car industry, Barrie's pedigree is impeccable. He began his career at Jaguar as an apprentice 25 years ago. Ten years later, at Leyland, he was one of the prime instigators of the now familiar Leyland single decker bus.



From there, he went on to the Reliant Motor Company for seven years, then spent a four and a half year spell at De Lorean in Northern Ireland. He was the first UK national recruited at De Lorean, and was its chief executive.

"The whole De Lorean affair was very messy and far too few people know just how close it came to being a success. In two years the plant went from a slice of Irish bog to the most modern car plant in Europe. The tragedy of it all was that we employed 2000 people, many of whom had never worked before in their lives and who probably are back on the dole again now."

Sir Clive Sinclair invited Barrie to join Sinclair Vehicles as its managing director two years ago. It was largely the radical ideas behind Sinclair Vehicles that encouraged Barrie to join. "If the vehicles had been intended to be like conventional cars, I would never have said yes," he claims.

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It carries the Kevin Toms hallmarks of attention to detail and carefully tuned difficulty that made Football Manager such a hit... What makes this game a winner is the mastery of the art of suspense that also characterised FM - where lesser simulations would have instantly shown you the positions of the monthly software chart, here you are made to wait and sweat whilst your games slowly inch their way up... very Addictive.

Popular Computing Weekly, 31st January 1985.
Popular Computing Weekly, 14th February 1985.

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The cat's whiskers

Graham Taylor investigates the uses of robots

It can be difficult defending the actual point of owning a micro-controlled robot.

When it comes to a small, rather slow object, with wheels and a pen that goes up and down, that reminds the unbiased observer of nothing so much as an unfinished bump-and-go toy with bits of Lego stuck on it - what could possibly be the actual point of that?

The Zero 2 is such an object and pretty soon you'll be able to buy one to link to your micro at around £100.

Buggy? Turtles? Robots? Call it what you like, it looks like being developed and extended in a growing system. Its manufacturers, the awesomely titled InterGalactic Robots, believe obviously that the Zero 2 will do well and that many people will find a reason to buy it. But what will they do with it?

The person responsible for developing uses for the Zero 2 is Richard Greenhill and his London home has become a treasure trove (or nightmare if you are of an orderly turn of mind) of oddly twisted pieces of wire, valves, bits of curiously shaped plastic, nozzles, flanges, pliers, solder, watering cans (?), Heath Robinson-like diagrams, and a computer or two.

There is a big difference between the question of what the Zero 2 or any other similar robot could be persuaded to do out of interest and a sense of fun and whether there is actually any hard and fast practical reason for its use.

For example, there is no point in spending £100 just to entertain your cat, but if you have a Zero anyway one of the simplest and most entertaining things to try first is connecting a rod with a piece of string on the end of it, writing four lines of program to make the Zero dart about randomly and introducing your cat to it.

Accept the idea that, in the home anyway, robots are for entertainment and experiment and that while they can be persuaded to do 'practical' things they are almost never actually 'useful' in the cold light of day.

On the other hand the possibilities of the machine are as open-ended as the computer itself.

Richard has spent several months thinking about the Zero 2 and constructing simple devices to go with it. The range of ideas is impressive and some of them are used in the rest of this article to answer the question "What can you do with a robot?"

1) Games. "In the future people are going to wonder how they could ever have been interested in games on-

screen in the same way that they now wonder how they could ever bear to play games with no sound or colour. Having the thing happening 'for real' in front of you is infinitely more entertaining." Richard has various odd attachments that roll dice and it would be fairly easy to get it to move pieces on a board or move around the board itself. Probably the best fun is going to be the most violent, get two players with Zeros equipped with bump sensors and there could be all sorts of games involving bumping your opponent like mini dodgems.

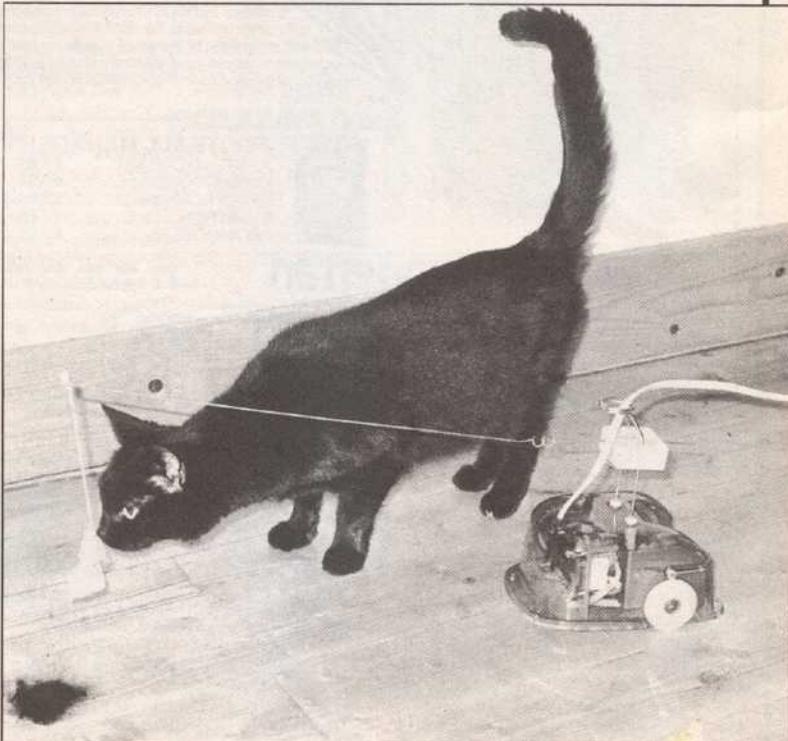
2) In the home. Feeding the cat. "I've used a simple valve contraption that is worked by the pen up/down mechanism and can be made to squirt water into the cat's dish every so often - the same mechanism could water the plants at regular intervals or spray paint accurately." Pattern cutting: "We could produce a tape of programs for a number of popular sewing patterns which could be customised on the computer with your own height, size details - then the Zero could draw it out and produce a pattern fully adapted to your shape." The same

logic applies to anything similar like woodworking patterns. Sweep up the carpet (Richard's version uses what appears to be an old toothbrush).

Photographers could find a number of functions for Zero: it could be instructed to take time-lapse photos over many days or hours from selected viewpoints, home animators could use it to steadily move models a select amount for smooth effects, other repetitive tasks like shaking test tubes could easily be accomplished.

3) Education. In this area more than any other the Zero and its ilk are really useful linking the machine to Logo obviously means it can act like turtle moving and drawing according to Logo instructions. Guessing exercises where Zero draws a line or angle and its value is estimated (the robot knows exactly), it can write words and be used in lessons in area, volume and trajectory generating more excitement and enthusiasm than blackboard and chalk ever could. Teaching music could involve Zero literally pressing the keys of a keyboard showing exactly which notes to press.

4) Artificial intelligence. Much recent work has involved giving computers a sense of what's going on in the world. bumpers fixed to the robot can be used as a 'feeler' for the computer and it can use this information to construct a simple picture of its environment.



A directory of robotics suppliers. With so many different robots and micro controlled devices trundling about all over the place here is a useful guide to some of the available products.

Device	Type	Micro	Price	Supplier
Ogre 1	Robot arm	C64/Vic-20	£224.25	L W Staines, Unit 2, Roding Trading Estate, London Road, Barking, Essex. 01-591 2900
Zero 2	Turtle robot	BBC/Spectrum Atari/Amstrad	£79.95 (kit) £99.95	IGR, Unit 208, Highbury Workshop, 22 Highbury Grove, London N8. 01-389 2336
Trundle Hero 1	Turtle robot	ZX81	£49.95	Maplin, PO Box 3, Rayleigh, Essex SS6 8LR. 0702-552911
Hero 1	Robot	In-built	£1,299 (kit) £2,199	Maplin, PO Box 3, Rayleigh, Essex SS6 8LR. 0702-552911
Hero Jr	Robot	In-built	£899 (kit) £1,099	Maplin, PO Box 3, Rayleigh, Essex SS6 8LR. 0702-552911
HRA933/4	Robot arm	BBC/Pet/Apple II/ TRS-80/RML 380Z	£2,524 £3,135	Feedback Instruments, Park Road, Crowborough, Sussex. 08926 3322
Jessop Turtle	Turtle robot	Sinclair/Atari/ CBM/Acorn	£182.27	Jessop Microelectronics, Unit 8, 7 Long Street, London E2.
Beasty Arm BBC Buggy	Robot arm	BBC/Spectrum	£110	Commotion, 241 Green Street, Enfield, Middx. 01-804 1378
	Turtle robot	BBC	£189	Econometrics, 4 Orgreave Crescent, Dore House Industrial Estate, Handsworth, Sheffield. 0742 690801
Valient Turtle	Turtle robot	BBC/C64/Spectrum/ RML380/RML480/ Apple IIe/IBM PC	£199.95	Valient Designs, Park House, 140 Battersea Park Road, London SW11. 01-720 3947
Herbot II	Turtle robot	ZX81 and others	£109.25	Powertran Cybernetics, West Portway Industrial Estate, Andover, Hants. 0264 64455
Micrograsp Movits range of robots (eight devices)	Robot arm	ZX81 and others	£247.25	Powertran Cybernetics, see above.
	Self contained robots	Not applicable	Ranging from £14.95 to £29.95	Commotion, 241 Green Street, Enfield, Middx.
Armroid I	Robot arm	BBC/Spectrum/C64/	£643.10	Colne Robotics, Beaufort Road, off Richmond Road, Twickenham, Middx. 01-892 8197
Fischer Technik robot kit	DIY robots kit	BBC	£115	Commotion, see above.
Hobby robot (avail. Summer)	Robot	Self-standing	Around £300	Reekie Robots, Beaufort Road, East Twickenham, Middx. 01-892 2877

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Grave Robbers

An active picture incorporating a game for the 48K Spectrum by John de Rivaz

On an alien planet in a distant galaxy, UFOs are seen to hover over new graves and fly off. A lone scientist has set up a scanner atop a church tower, and aims to discover the purpose of the UFOs. If a scan is made under just the right conditions, data is built up on the UFOs, and their purpose is discovered.

The program can just be viewed as an active picture, with changing cloud patterns scurrying over the scene below, which includes random visits by funerals and grave making. However, press any letter (upper or lower case) to fire the scanner. Eventually you will notice that the gibberish message at the bottom of the screen starts to make sense. You will discover that you have to hit the UFOs

under certain conditions in order to get letters decoded.

Program notes

Line no

- | | | |
|---------|--|---|
| 100-460 | Set up machine code, graphics and coded string. The introductory text is shown on the screen so it can be read during the set-up process. An "anykey" message is presented when the setting up is completed. Verification of machine code, graphics and coded text is provided to aid typing in. | make grave. |
| 490-500 | The main loop. | 830-880 Make grave. It is a square of bright white paper in order to avoid being scrolled. |
| 530-710 | The cloud generator and top scroller. | 910-1050 The UFO routine. It checks that it does not alter paper settings. |
| 740-800 | Hearse routine. Also calls | 1080-1180 Scanner routine. |
| | | 1340-1420 Print message. It is gradually decoded as hits are made. |
| | | 9000 Save game. Note the poke that enables three saves to be made without "anykey" message. |

Note - the letters in lines 390, 400, 430, 440, and 1030 are special graphics. Also ' signs in the listing should be entered as "#"



```

100 REM enter scroll routine
110 REM _____
120 DATA 17,255,63,33,32,0,25,2
29,213,17,0,72,237,82,209,229,58
,5,33,125,92,53,201,167,6,32,203
22,43,16,251,33,32,0,25,235,24,
221
130 LET rt=PEEK 23730+256*PEEK
23731
140 CLEAR rt-9
150 PRINT PAPER 2; INK 7;"GRAV
E ROBBERS FROM DIMENSION X"
160 PRINT INK 7; PAPER 5;"You
will see a quiet scene. There's a
sinister church and white fluffy
clouds pass overhead. But soon
you will see the sky darken and
a UFO will fly across. A hearse
will pull up outside the church,
and a grave with a stark marble
slab will appear.
170 PRINT INK 7; PAPER 1;"When
you get bored, try pressing any
letter, lower or upper case. This
is your sensor beam. If you hit a
UFO with it, you will gain extra
data.
180 PRINT INK 7; PAPER 4;"At f
irst all you see appears to be
random letters. But soon you will
notice that if you hit a UFO under
certain special circumstances,
you will find that the text
starts to make sense, and you
discover the secret of the UFOs
.
190 LET rt=PEEK 23730+256*PEEK
23731
200 LET test=0: FOR f=rt TO rt+
37: READ a: LET test=test+a: POK
E f,a: NEXT f: REM test<>3585 TH
EN PRINT " DATA ERROR ": STOP
210 REN special graphics

```

```

220 REM -----
230 DATA 0,0,0,0,0,0,0,15,1,3,6
12,24,48,127,255,255,0,0,0,0,
255,255,255,224,224,192,192,
255,255,255,255,0,0,0,255,255,
255,255,3,1,1,255,255,192,192,
224,224,240,240,248,248
240 DATA 1,31,63,63,127,127,127,255
,0,255,255,255,255,255,255,126,8
0,255,255,255,255,255,255,255,0
252,252,254,254,254,252,255,0
250 DATA 255,249,249,249,240,24
0,240,240,231,195,195,129,129,12
9,0,0,251,241,224,192,192,128,12
8,128,255,255,255,127,127,63,63,
63,31,31,31,31,31,31,112,2
48,112,32,240,240,240,240,0,24,0
0,255,60,24,0,0
260 DATA 999
270 RESTORE 230
280 LET test=0; FOR n=USR "a" T
0 USR "u": READ n1: IF n1>255
THEN GO TO 300
290 POKE n,n1: LET test=test+n1
: NEXT n
300 IF test<>20702 THEN PRINT
"GRAPHIC ERROR": STOP
310 REM enter & verify coded te
xt
320 REM -----

```

```

330 LET s$=CHR$ 32: FOR n=0 TO
4: LET s$=s$+s$: NEXT n
340 LET b$="#$rxxkdzi$hawht{j
wjjkangz{ol?`NW\{zao{uqfavev#t
wtiwrfrqtj&jh(h3*hvl{pi ,ghdg#t
istpj?wvjxkgtosh{lk?vvivwvitque
zryph2*s$#
350 LET tbs=0: FOR n=1+LEN s$ T
0 LEN b$-LEN s$: LET tbs=tbs+c00
E b$(n): NEXT n
360 IF tbs<>1155 THEN PRINT *
"STRING ERROR IN b$": STOP
370 REM prepare screen area
380 REM
390 LET h$=" ABCDEF"
400 LET g$="HIJJJK"
410 PRINT E;"Press any key to
continue.": PAUSE 0: BORDER 7: C
LS
420 LET ik=7: LET l=0: LET ux=1
: LET uy=l: LET g=1: LET gf=1: L
ET fs=1: LET hearse=1: LET ox=6:
LET gy=10: FOR n=0 TO 7: PRINT
INK 7; PAPER 5; n,0;s$: NEXT
n
430 PRINT INK 0; PAPER 5;
" 0 0
440 PRINT INK 0; PAPER 4;
" . . .
" . . .
" . . .
" . . .
" . . .
" . . .
" P . . .
" Q . . .

```

```

450 REM Insert paper colour
characters to make door red and
main windows magenta and tower
windows white. Re-set paper to
green.
460 FOR n=1 TO 2: PRINT INK 0;
PAPER 6;s$( TO 24): PAPER 0;s$:
( TO 8): NEXT n: PRINT INK 0; P
APER 4;s$;s$;s$: PRINT E;AT
0,0; PAPER 4;s$;s$;
470 REM main loop
480 REM
490 GO SUB 1080: IF RND).99 THE
N GO SUB 910
500 GO SUB 530: GO SUB 740: GO
TO 490
510 REM clouds
520 REM -----

```

```

530 IF l>0 THEN GO TO 560
540 IF RND).1 THEN GO TO 700
550 LET l=INT (100*RND): LET l1
=1/2: LET s=175-INT (64*RND):
LET m=1
560 LET i=1-1
570 LET s=s-2+INT (5*RND)
580 IF s>175 THEN LET s=175
590 IF s<112 THEN LET s=112
600 LET m=m+2+INT (5*RND)+(1)11
i-1(i1)
610 IF w<1 THEN LET m=1
620 IF w>64 THEN LET m=64
630 LET p1=s+/2
640 IF p1>175 THEN LET p1=175
650 IF p1<112 THEN LET p1=112
660 LET p2=s-w/2
670 IF p2>175 THEN LET p2=175
680 IF p2<112 THEN LET p2=112
690 PLOT INK ik;255,p1: DRAW
INK ik;0,p2-p1
700 POKE rt+2,63: POKE rt+11,72
: LET a=USR rt
710 RETURN
720 REM hearse
730 REM -----
740 LET r1=.99: LET rv=RND: IF
hearse=0 AND rv(r1 THEN RETUR
N
750 IF hearse>0 THEN LET hears
e=hearse+1: IF hearse=20 THEN L
ET hearse=0: GO SUB 830: POKE rt
+2,79: POKE rt+11,88: FOR n=1 TO
68: GO SUB 1080: LET a=USR rt:
NEXT n
760 IF rv(r1 THEN RETURN
770 PRINT INK 0; PAPER 0;AT 16
,24:h$:AT 17,24:g$
780 IF hearse>0 THEN GO SUB 83
0
790 LET hearse=1
800 POKE rt+2,79: POKE rt+11,88
: FOR n=1 TO 190: GO SUB 1080: L
ET a=USR rt: NEXT n: RETURN
810 REM make grave
820 REM -----
830 IF gy<16 THEN LET gx=gx+2:
IF gx>31 THEN LET gx=22: LET g
y=g+2
840 IF gy=16 OR gy=17 THEN LET
gy=18: LET gx=gx+2
850 IF gy>17 THEN LET gx=gx+2:
IF gx>31 THEN LET gy=gy+2: LET
gx=0
860 IF gy>21 THEN LET gy=10:
LET gx=20: GO TO 830
870 PRINT AT gy,gx; BRIGHT 1; P
APER 7; "
880 RETURN
890 REM UFO
900 REM -----
910 LET fs=1: BORDER 1: LET ik=
0: FOR n=0 TO 8: PRINT AT n,0; P
APER 1; OVER 1; INK 0;s$: NEXT n
920 LET rs=RND: LET inc=1: LET
rs=inc: LET ux=INT (32*RND): LET
uy=0: IF RND).5 THEN LET rs=-r
s
930 GO SUB 1020: GO SUB 1080
940 GO SUB 1020
950 LET ux=ux+inc#rs#rg: LET uy
=uy+inc
960 IF uy<0 THEN GO TO 1040
970 IF ux>31 OR uy>21 OR ux<0 O
R uy<0 THEN LET inc=-inc: GO TO
950
980 IF ATTR (uy,ux)=120 THEN B
EEP 1,1: PRINT AT UX,UY; OVER 1;
BRIGHT 1; PAPER 7; FLASH 1;" "
PAUSE 10: PRINT AT UX,UY; OVER
1; BRIGHT 1; PAPER 7; FLASH 0;" "
: LET inc=-inc: LET gf=1: GO TO
950
990 GO TO 930
1000 REM print UFO
1010 REM -----
1020 LET up=INT (ATTR (uy,ux)/8)
1030 PRINT OVER 1; PAPER up;AT
uy,ux;"R": RETURN
1040 LET fs=0: LET gf=fs: LET ik
=7: FOR n=0 TO 7: PRINT AT n,0;
PAPER 5; OVER 1; INK ik;s$: NEXT
n: BORDER 7: PRINT E;AT 0,0; P
APER 4;s$: NEXT
1050 PRINT AT 8,0; PAPER 5; OVER
1; INK 0;s$: RETURN
1060 REM fire probe routine
1070 REM
1080 LET a$=INKEY$: IF a$="" THE
N RETURN
1090 IF a$="a" OR a$="z" THEN G
O TO 1110
1100 LET m=(CODE a$-96): GO TO 1
130
1110 IF a$("A" OR a$)"Z" THEN L
ET fs=0: RETURN
1120 LET m=(CODE a$-64)
1130 IF a$="z" OR a$="Z" THEN L
ET x1=38: LET y1=175: GO TO 1180
1140 LET a=TAN (m#PI/52): LET c=
116-38#*
1150 IF a>0 THEN LET y1=255#+
c: IF y1>175 THEN LET x1=255: G
O TO 1180
1160 IF a<0 THEN LET y1=m+c: IF
y1<175 THEN LET x1=0: GO TO 11
80
1170 LET y1=175: LET x1=(175-c)/
c
1180 GO SUB 1260
1190 REM check if scanned
1200 REM -----
1210 IF fs=0 OR uy>7 THEN GO TO
1250
1220 LET ufy=fx#uy#8+c-(21-uy)*8:
IF ufy>0 AND ufy<8 THEN GO TO
1300
1230 LET ufx=(1(21-uy)*8-c)+m-ux#8:
IF ufx>0 AND ufx<8 THEN GO T
O 1300
1240 REM -----
1250 BEEP .01..01
1260 PLOT INK ik; OVER 1;38,116
1270 DRAW INK ik; OVER 1;x1-38,
y1-116: RETURN
1280 REM evaluate effect of hit
1290 REM -----
1300 IF gf=0 THEN GO SUB 1360:
GO TO 1240
1310 GO SUB 1340: LET g=g+1: GO
TO 1250
1320 REM print message
1330 REM
1340 LET n=1+LEN s$: IF g>37 THE
N GO TO 1360
1350 IF (g+n)<=LEN b$-LEN s$: THE
N GO TO 1410
1360 PRINT E; PAPER 4; INK 7;AT 0,0;
";: FOR n=1 TO LEN b$-31:
PRINT E; PAPER 4; INK 7;AT 0,0;
b$(n TO n+31)
1370 REM See if user wants to ab
ort
1380 REM -----
1390 IF INKEY$="1" THEN PRINT E
1;AT 0,0; PAPER 4; INK 7;s$+s$;;
RETURN
1400 PAUSE 4: NEXT n: RETURN
1410 LET b$(g+n)=CHR$ (CODE b$#g
+n)-INT (g/63)
1420 LET n=n+36: GO TO 1350
8992 REM save program
8994 REM -----
9000 FOR F=1 TO 3: POKE 23736,18
1: SAVE "UFO": NEXT F

```

A work of art

Graphic design with a joystick on the BBC B by John Billingsley

The functions which this program provides are *Point*, *Line*, *Fill*, *Centre* and *Shape*, whilst the colour is set by pressing a number between one and eight. As the joystick is moved, a fleeting dot moves about the screen. Pressing *P* marks a fixed dot onto the screen, and also memorises the coordinates of the point in an array of 'last four points'.

If the joystick is moved and *L* is pressed, a line is drawn from the last recorded point. Another move and another *L* draws a second line from the end of the first, and so on. If the *L* key is held down, line segments will be drawn in swift succession, forming a smooth curve

drawn by the joystick movement.

Record a point with *P*, move the joystick, record a second point, move the joystick again and press *F*. The triangle defined by the points will be Filled in with solid colour.

Holding down *F* and moving the joystick does not produce a satisfactory effect; the result is just a rather fat line, as each set of three points along the trail is filled. If you wish to fill a shape you must first define a centre within it - move the joystick and press *C*. Now each time you press *S*, the triangle formed by the centre, the present point will be filled in. Holding *S* you can draw and fill in any shape surrounding the centre, provided

the radius does not try to 'double back'. By a nimble redefinition of centre, you can draw shapes as convoluted as you wish.

To avoid accidentally erasing the work of art, the clear command is an exclamation mark, requiring you to hold 'shift' at the same time. At any stage a number key can be pressed to define a new colour.

Now you can let your artistic talents run wild. You will need a very steady hand to drive the joystick when holding down a key for continuous writing, and you should take care to let the stored-up keystrokes run out afterwards.

This program is an edited extract from *DIY Robotics as Sensors with the BBC computer* by John Billingsley (published by Sunshine Books at £6.95). Greater detail of the program itself and the principles it embodies can be found within its pages.

```

10 MODE2:VDU 5:REM GAPHICS WITH SEVEN STE
ADY COLOURS
20 COM$="PLFC!":REM STRING OF COMMAND LE
TTERS
30 DIM X(3),Y(3):REM STORE FOR LAST THREE
POINTS
40 SCALE=30:LIM=1000:F=2
50 COL=7:OC=0:X=-1:Y=-1:XC=500:YC=500:N=0
100 PROCJOY
110 MOVE0,0:GCOL 0,COL:COLOUR COL:VDU255
120 A$=INKEY$:IF A$=""THEN100
130 A=VAL(A$):IF A>0 THEN COL=(A-1)AND 7:GO
TO 100
140 A=INSTR(COM$,A$):IF A=0 THEN 100
150 IF A=1 THEN GOSUB 190
160 GCOL 0,DC:PLOT 69,X,Y:GCOL 0,COL
170 GOSUB 190:DC=POINT(X,Y):GOTO 100
180 N=(N+1)AND3:X(N)=X:Y(N)=Y:DC=7-OC:RETURN
190 N=(N+1)AND3:X(N)=X:Y(N)=Y:DC=7-OC:RETURN
200 GOSUB 190:M=(N-1)AND3:GCOL 0,COL
210 MOVE X(M),Y(M):DRAW X(N),Y(N):RETURN
300 GOSUB 190:FOR I=1 TO 3:MOVE X,Y:NEXT
310 FOR I=0 TO 2:PLOT 85,X((N-I)AND3),Y((N-
I)AND3):NEXT
320 RETURN
400 GOSUB 190:XC=X:YC=Y
410 FOR I=0 TO 3:MOVE X,Y:X(I)=X:Y(I)=Y:NEX
T:RETURN
500 GOSUB 190
510 FOR I=0 TO 1:MOVE X((N-I)AND3),Y((N-I)
AND3):NEXT
520 PLOT 85,XC,YC:RETURN
600 COLOUR 128:GCOL 0,128:CLS:OC=0:RETURN
1000 DEF PROCJOY
1010 GCOL 0,OC:PLOT 69,X,Y: REM PUT BACK OLD
COLOUR
1020 X=ADVAL(1)/SCALE: REM SCALE DEPENDS ON
SENSITIVITY
1030 Y=LIM-ADVAL(2)/SCALE :REM LIM=1000, Y
INVERTED
1040 OC=POINT(X,Y):GCOL0,7-OC:PLOT 69,X,Y:REM PUT DOT
1050 ENDPROC

```

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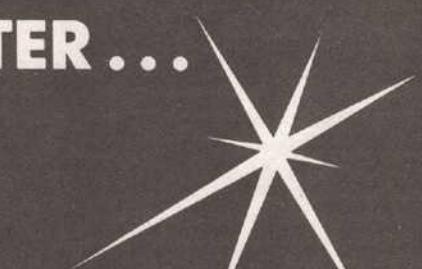
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Perfect listing

Smarten up your listings with these two procedures by Gerald Phelan

Most UK computer users want to print '#' and '£' symbols on their printers. This gives users of Epson style printers a problem, because the '#' and '£' symbols are both printed as a result of the ASCII character 35 being sent to the printer; '#' is printed in US character mode and '£' in UK character mode. Since most UK users set the UK mode as the default, then Open #6,ser1 in program listing appears as Open £6,ser1.

Switching to the US mode is not the entire answer, because the QL uses ASCII 96 to represent the '£' you see on the screen. To print a '£' requires switching into UK mode and sending an ASCII 35 to the printer.

Procedure *Printall* examines the file to be printed character by character, swapping character sets as required. This is much slower than *Copying* or *Saveing* to the printer, but since you will only bother to do this when preparing documentation or magazine submissions, the speed is not so important.

On these occasions you will want the clearest possible printing, since the de-

fault mode is not dense enough. So you may print in emphasised and double strike mode, which is the densest that the FX80 can do. This slows printing even more, but looks good.

Where your program does not use '£' signs then the slow character by character examination is unnecessary and after setting the appropriate printer codes the file may be *Copied* to the printer Procedure *Prin* does this.

Program notes - Printall

Line no

- 31010 Ensures variables used are independent
- 31100 Predefine escape sequences, to simplify procedure. These codes apply to the Epson FX80, others may differ.
- 31140 Clear bottom window, leaving others untouched.
- 31180 Open printer channel. ser1 is valid for FX80 with 8148 serial interface. Other printers/interfaces may differ.
- 31190 Force printer into UK mode, if not already.

- 31200 Select emphasised and double strike mode if requested.
- 31250 Get file, character by character.
- 31290 If required, set US mode, print character, set UK mode.
- 31330 £ required, print ASCII 35 (printer is in UK mode).
- 31360 Output all other characters printable or not
- 31410 Reset printer to normal mode is required.

Program notes - Prin

Line no

- 31100 Ensures variables used are independent
- 30100 Predefine escape sequences, to simplify procedure. These codes apply to the Epson FX80, others may differ.
- 30120 Clear bottom window, leaving others untouched.
- 30160 Open printer channel; SER1 is valid for FX80 with 8148 serial interface. Other printers/interfaces may differ.
- 30170 Force printer into US modes
- 30180 Select emphasised and double strike mode.
- 30190 Close channel to enable Copy to work.
- 30200 Copy file in one go, removing header.
- 30230 Reset printer to normal mode if required.

```

31000 DEFine PROCEDURE PRINTALL      31200 IF bold$ = 'y' THEN PRINT #6,
31010 LOCAL esc$,us$,uk$,empdson$,    empdson$;
   empdsoff$,n,file$,bold$,char$,dec
31020 :
31030 REMark To print a file conta    31210 OPEN_IN #5,'mdv'&n&'_&file$ 
   ining hashes and pounds
31040 REMark such as financial pro    31220 :
   grams
31050 REMark assumes epson style p    31230 REPeat dataread
   rinter defaulting to uk char set
31060 :
31070 REMark Gerard Phelan Feb 1985  31240 IF EOF(#5): EXIT dataread
31080 :
31090 esc$ = CHR$(27)                31250 char$ = INKEY$(#5,-1)
31100 us$=esc$&'R'&CHR$(0): REMark  31260 dec = CODE(char$)
   define US charset
31110 uk$=esc$&'R'&CHR$(3): REMark  31270 IF dec = 35 THEN
   define UK charset
31120 empdson$=esc$&'E'&esc$&'G':  31280   REMark hash to print
   REMark select emph/double strike
31130 empdsoff$=esc$&'F'&esc$&'H':  31290   PRINT #6,us$&char$&uk$;
   REMark deselect
31140 CLS #0
31150 INPUT #0,'drive number 1/2?
   ';
31160 INPUT #0,'file name?';file$ 
31170 INPUT #0,'bold printing y/n
   ter?';bold$
31180 OPEN #6,ser1
31190 PRINT #6,uk$;

```

```

31200 IF bold$ = 'y' THEN PRINT #6,
   empdson$;
31210 OPEN_IN #5,'mdv'&n&'_&file$ 
31220 :
31230 REPeat dataread
31240 IF EOF(#5): EXIT dataread
31250 char$ = INKEY$(#5,-1)
31260 dec = CODE(char$)
31270 IF dec = 35 THEN
31280   REMark hash to print
31290   PRINT #6,CHR$(35);
31300 ELSE
31310   IF dec = 96 THEN
31320     REMark pound to print
31330     PRINT #6,CHR$(35);
31340   ELSE
31350     REMark all other chars
       to print
31360     PRINT #6,char$;
31370   END IF
31380 END IF
31390 END REPeat dataread
31400 :
31410 IF bold$ = 'y' THEN PRINT #6,
   empdsoff$;
31420 CLOSE#5:CLOSE #6
31430 CLS #0
31440 PRINT #0,'--- printing compl
       eted ---'
31450 END DEFIne

```

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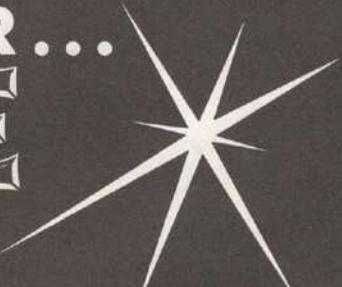
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```
30000 DEFINE PROCedure PRIN
30010 LOCAL esc$,empdson$,empdsoff$,n,file$,bold$
30020 :
30030 REMark To print a file containing hashes but not pounds
30040 REMark such as all non-financial programs
30050 REMark assumes epson style printer defaulting to uk char set
30060 :
30070 REMark Gerard Phelan Feb 1985
30080 :
30090 esc$ = CHR$(27)
30100 empdson$ = esc$&'E'&esc$&'G': REMark select emph/double strike
30110 empdsoff$ = esc$&'F'&esc$&'H': REMark deselect
30120 CLS #0
30130 INPUT #0,'drive number 1/2? ';n
30140 INPUT #0,'file name? ';file$
30150 INPUT #0,'bold printing y/enter? ';bold$
30160 OPEN #6,ser1
30170 PRINT #6,CHR$(27); 'R';CHR$(0)
30180 IF bold$ = 'y' THEN PRINT #6,empdson$;
30190 CLOSE #6
30200 COPY_N 'mdv'&n&'_&file$ TO ser1
30210 OPEN #6,ser1
30220 PRINT #6,CHR$(27); 'R';CHR$(3)
30230 IF bold$ = 'y' THEN PRINT #6,empdsoff$;
30240 CLOSE #6
30250 CLS #0
30260 PRINT #0,'--- printing completed ---'
30270 END DEFine
```

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The machine code program presented here gives the Basic programmer the facility for 'Background Printing'. This is a feature usually found on the better wordprocessors and the like. Basically, what it means is that the computer can be printing a document whilst the basic program continues to do something else. Using the printer usually hangs the computer up until printing has finished.

To use the program type in the Basic loader program, save and run it. If you have made any errors in the data statements the program will tell you and you should recheck your listing.

Several new commands are now available to be used in your own programs which can now be loaded or typed in. Alternatively, the Basic loader program could be merged with your own program. Line 90 would be changed to a Goto first line number, eg. 300. It is important that the code is only loaded once, so you should add to Line 5 as follows; 5 IfPeek(41400) = 201 Then 300.

The new printer driver uses channel 7, instead of channel 8, the normal printer stream. So instead of using *List#8* to list a program to the printer, you can now use *List#7*. Similarly, use *Print#7*, instead of *Print#8*. Channel 8 still operates as normal, but take care not to use it whilst #7 is active, or output will be mixed from both! The text window #7 cannot be used.

There are also four new RSX commands available. All RSX's start with the '!' character, obtained by Shift/@. These commands are;

Hold Temporarily suspends background printing. Esc will no longer stop the printer.

Release Restarts printing from the Hold position.

Kill Aborts all background printing immediately - any output waiting to go to the printer will be lost.

Lfchar,n Sets the Linefeed character to 'n', the default is 10. Note the comma immediately after the command and before the number.

If your printer leaves a blank line between each line printed then try typing *Lfchar,0*

A 2K buffer is used to store the characters to be output. If this ever fills up completely then the program will have to wait until room is available before continuing. In practice, 2K is enough for most output to be stored, so that the program is not halted.

To get the idea of what all this does, try

listing the Basic loader program once it has run successfully, type; *List#7*. Instead of waiting for the printer, the 'ready' prompt should return almost immediately. You can now carry on using Basic as normal whilst the program is being listed on the printer. You can also send more output whilst this is happening try typing *#7, "Amstrad"*. This will be stored and printed after the listing.

Now type *Hold*, the printer will stop, typing *Release* will restart printing. Typing *Kill* will halt the printer and all further output will be lost.

If you want to know whether the printer is active in a program you can use *X = Peek(41735)+Peek(41736)*256* to return the number of characters waiting to be printed.

You do not need to understand how the machine code program works to use the program, but the assembly language listing is included for anyone interested.

The normal VDU print vector is redirected so that each time a character is printed the program checks to see if channel 7 is being used. If it is then the character is stored in the next available

position in the buffer, if not then the character is passed to the normal Rom screen printing routine.

A 2K wrap-round buffer is used, with two pointers and one counter. The counter holds the number of items in the buffer. The Input Pointer points to the next available position, the Output Pointer points to the next character to be printed. By taking Modulo 2048 a wrap-round buffer is created - this feature is important for the most efficient user of the buffer.

The actual printing is done by a 'Fast Ticker Event'. This is a routine executed by the operating system 300 times a second. Ticker Events on the Amstrad are a very powerful form of interrupts under the complete control of the operating system. There are several speeds of ticker, 300 being the fastest.

This fast ticker event is set up in Lines 270 to 310 and starts at Line 1020. It firstly checks if there is anything to print and returns if not. It also returns if the *Hold* flag is set. If there is a character in the buffer, then the Centronics port is checked. If the printer is 'Busy' the routine doesn't wait, it simply returns. Providing the printer is ready, the character is sent and the Output Pointer and Counter are adjusted.

The RSX commands are set up in Lines 240-260 and 330-460, and the command routines start at Line 1340. For a fuller explanation of RSX commands see *Popular Vol 3*, numbers 50 and 51.

```

10 REM Background Printing Basic Loader
20 MEMORY 41399
30 FOR I=41400 TO 41734
40 READ a$;y=VAL("%"&a$)
50 cs=cs+v:POKE 1,v
60 NEXT i
70 IF cs<>35068 THEN PRINT CHR$(7);"DATA
    ERROR - Check listing!":STOP
80 CLS:PRINT"Background Printing Facilit
    y Initiated":CALL 41400
90 END
100 DATA 3A,5A,BB,32,47,A2,2A,5B,BB,22,4
8,A2,3E,C3,32,5A,BB,21,29,A2,22,5B
110 DATA BB,3E,C9,32,BB,A1,3C,0A,32,0E,A
3,3E,00,32,0D,A3,01,00,00,ED,43,07
120 DATA A3,ED,43,09,A3,ED,43,0B,A3,01,0
4,A2,21,1E,A3,CD,D1,BD,21,15,A3,06
130 DATA 81,0E,00,11,9E,A2,CD,E0,BD,C9,1
2,A2,C3,E2,A2,C3,E8,A2,C3,FA,A2,C3
140 DATA 00,A3,4B,4F,4C,C4,4B,49,4C,CC,5
2,45,4C,45,41,52,C5,4C,46,43,4B,41
150 DATA D2,00,00,22,0F,A3,ED,43,11,A3,F
5,E1,22,13,A3,32,22,AB,CD,57,A2,2A
160 DATA 13,A3,E5,F1,ED,4B,11,A3,2A,0F,A
3,C9,00,00,2A,13,A3,E5,F1,ED,4B,11
170 DATA A3,2A,0F,A3,C9,3E,00,CD,B4,BB,4
7,CD,B4,BB,7B,FE,07,2B,01,C9,E1,3E
180 DATA 00,32,0D,A3,3A,0B,A3,FE,0B,2B,F
9,F3,ED,4B,07,A3,21,01,00,09,22,07
190 DATA A3,21,22,A3,ED,4B,09,A3,09,3A,2
2,AB,77,ED,4B,09,A3,21,01,00,09,7C
200 DATA E6,07,67,22,09,A3,FB,C3,4A,A2,3
A,0D,A3,B7,C0,ED,4B,07,A3,79,B0,20
210 DATA 01,C9,CD,2E,BD,38,30,ED,4B,0B,A
3,21,22,A3,09,7E,FE,DA,20,03,3A,0E
220 DATA A3,CD,2B,BD,30,F3,ED,4B,0B,A3,2
1,01,00,09,7C,E6,07,67,22,0B,A3,2A
230 DATA 07,A3,01,01,00,B7,ED,42,22,07,A
3,C9,3E,FF,32,0D,A3,C9,F3,01,00,00
240 DATA ED,43,07,A3,ED,43,09,A3,ED,43,0
8,A3,FB,C9,3E,00,32,0D,A3,C9,DD,7E
250 DATA 00,32,0E,A2,C9
```

```

10 ; Background Printing on CPC464 using channel #7
20 ; If not then wait
30 ;
40 ORG 41400
50 ENT $#
60 SETUP: LD A,(#6B5A) ;Save Print vector
70 LD (CSPRT),A
80 LD HL,(#6B5B)
90 LD (CSPRT+1),HL
100 LD A,#C3 ;Set up new vector
110 LD (#BB5A),A
120 LD HL,USRPT
130 LD (#BB5B),HL
140 LD A,#C9 ;Don't allow this setup
150 LD (SETUP),A ;to be re-executed
160 LD A,10
170 LD (LFCH),R ;Default LF character
180 LD A,B
190 LD (HOLD),R
200 LD BC,0
210 LD (COUNT),BC
220 LD (INPNT),BC
230 LD (OUTPNT),BC
240 LD BC,DESPAT ;Set up RSX commands
250 LD HL,OSBUF
260 CALL #BC01 ;Log RSX onto OS
270 LD HL,FTBLK ;addr of fast ticker blk
280 LD B,129 ;Event class (Async)
290 LD C,0
300 LD DE,TIKRT ;Event address
310 CALL #BC00 ;Initialize fast ticker
320 RET
330 DESPAT: DEFN CMD$ ;RSX command table
340 JP PAUSE
350 JP KILL
360 JP RELES
370 JP SETLF
380 CMD$: DEFN "HOL"
390 DEFB "#"+128
400 DEFB "KIL"
410 DEFB "#"+128
420 DEFB "RELES"
430 DEFB "#"+128
440 DEFB "LFCHA"
450 DEFB "#"+128
460 DEFB 0,0
470
480 USRPT: LD (REG),HL ;Store register values
490 LD (REG+2),BC
500 PUSH AF
510 POP HL
520 LD (REG+4),HL
530 LD (CHAR),A ;Store chrf# to Print
540 CALL PRINT ;Goto checking routine
550 LD HL,(REG+4) ;If returns here then
560 PUSH HL ;channel 7 isn't in
570 POP AF ;use, so restore
580 LD BC,(REG+2) ;Registers and Jump to
590 LD HL,(REG) ;ROM Print routine.
600 CSPRT: DEFB #C9,0,0
610 REST: LD HL,(REG+4) ;Restore the values
620 PUSH HL ;of the registers and
630 POP AF ;return to OS.
640 LD HL,(REG+2)
650 LD HL,(REG)
660 RET
670
680 PRINT: LD R,B ;Get channel number
690 CALL #BBB4 ;Save it in B
700 LD B,R
710 CALL #BBB4 ;Restore Previous channel
720 LD A,B ;Get channel in A
730 CP 7 ;Is it #7?
740 JR Z,CHAN7 ;Yes, then jump
750 RET
760 CHAN7: POP HL ;Remove return addrs from stack
770 LD R,B
780 LD (HOLD),A ;Release any hold status
790 BUFFUL: LD A,(COUNT+1) ;Check if there is room in the
800 CP 8 ;2K buffer
810 JR Z,BUFFUL ;If not then wait
820 DI
830 LD BC,(COUNT)
840 LD HL,I
850 ADD HL,BC ;Increment counter
860 LD (COUNT),HL
870 LD HL,BUFFER
880 LD BC,(INPNT)
890 ADD HL,BC ;Get next buffer addrs
900 LD A,(CHAR) ;Get character to Print
910 LD (HL),A ;Store it in buffer
920 LD BC,(INPNT)
930 LD HL,I
940 ADD HL,BC ;Increment Input Pointer
950 LD A,H
960 AND 7 ;Modulo 2048
970 LD H,A
980 LD (INPNT),HL
990 EI
1000 JP REST ;Restore reg's and return
1020 TIKRT: LD A,(HOLD) ;Check if HOLD is on
1030 OR A
1040 RET NZ ;If yes, then return
1050 LD BC,(COUNT) ;Check if there is
1060 LD A,C ;anything in the
1070 OR B ;buffer to be printed
1080 JR NZ,TRYPR ;Check if Printer is busy
1090 RET
1100 TRYPR: CALL #BD2E ;Check if Printer is busy
1110 JR C,BUSY ;Jump if it is
1120 LD BC,(OUTPNT)
1130 LD HL,BUFFER
1140 ADD HL,BC ;Get addrs of next char to print
1150 SEND: LD A,(HL) ;Get the character from buffer
1160 CP 10 ;Is it a LF character?
1170 JR NZ,NOTLF ;If not then jump
1180 LD A,(LFCH) ;Substitute new LF char
1190 NOTLF: CALL #BD2B ;Try and print the char
1200 JR NC,SEND ;Try again if failed
1210 LD BC,(OUTPNT)
1220 LD HL,I
1230 ADD HL,BC ;Increment out pointer
1240 LD A,H
1250 AND 7 ;Modulo 2048
1260 LD H,R
1270 LD (OUTPNT),HL
1280 LD HL,(COUNT)
1290 LD BC,1
1300 OR A
1310 SBC HL,BC ;Decrement counter
1320 LD (COUNT),HL
1330 BUSY: RET
1340 PAUSE: LD R,255 ;IHOLD command
1350 LD (HOLD),A ;Set the hold flag
1360 RET
1370 KILL: DI
1380 LD BC,0 ;IKILL command
1390 LD (COUNT),BC ;Reset all pointers
1400 LD (INPNT),BC ;and counters
1410 LD (OUTPNT),BC
1420 EI
1430 RET
1440 RELES: LD R,B ;IRELEASE command
1450 LD (HOLD),A ;Clear hold flag
1460 RET
1470 SETLF: LD A,(IX+0) ;ILFCHAR command
1480 LD (LFCH),A ;Store new LF char
1490 RET
1500 COUNT: DEFB 0
1510 INPNT: DEFB 0
1520 OUTPNT: DEFB 0
1530 HOLD: DEFB 0
1540 LFCH: DEFB 0
1550 REG: DEFS 6
1560 FTBLK: DEFS 9
1570 OSBUF: DEFS 4
1580 BUFFER: DEFS 2048
1590 CHAR: DEFB 0

```

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A routine matter

Spruce up your programs with these machine-code routines for the CBM64 written by Gary Foreman

Here are some machine code subroutines for the Commodore 64. They can be used to enhance your programs, either by making them run faster or by making them look better. There are seven routines.

BAR - draws a bar from the base of the screen, max. height 199. To use *Poke* 251, height: *Poke* 252,192+*x* displacement: *Poke* 253,7: *Sys* 49152.

SET - double-density plot routine, *X* in

range 0-79, *Y* in range 0-49. To use *Poke* 251, *X*: *Poke* 252, *Y*: *Sys* 49200.

BORDER SCROLL - to scroll outside edge of screen. To use *Sys* 49320.

CHARS - copy char. memory to 12288 for use with user defined graphics. To use *Sys* 49432.

FILL SCREEN - fill screen with a specified character. To use *Poke* 251, char code: *Sys* 49480.

OLD - restore NEWed program. To use

Sys 49504.

COLOR - set char, screen and border colours. To use *Sys* 49528, *char*, *bor*, *scr*. (*char* is character colour, *bor* is border colour and *scr* is screen colour).

Along with the program to enter the code is a demo that has examples of the use of some of the above routines.

To use the Bar, Set and Border Scroll routines you must ensure that the colour Ram is set to the colour you want the data in. In the demo this is done by the following routine: *Sys* 49528,1,1,1: *Print* "<CLEAR>": *Sys* 49528,1,0,0. This sets char colour to white (1), border and screen colour to black (0) and colour Ram to white (the third 1 before the Clear screen).

```

100 I=49152:C=0
110 READA:I=I+1:C=C+A:GOT0110
120 POKEI,A:I=I+1:C=C+A:GOT0110
130 IFCC<52456THENPRINT"** DATA ERROR **":END
140 PRINT"** DATA OK **"
150 DATA160,0,165,251,291,8,144,22
160 DATA233,8,133,251,169,160,145,252
170 DATA165,252,233,40,133,252,165,253
180 DATA233,8,133,253,176,228,170,240
190 DATA5,189,39,192,145,252,96,32
200 DATA190,111,121,198,248,247,227,0
210 DATA169,0,133,254,169,1,133,253
220 DATA165,251,201,80,176,56,165,252
230 DATA201,50,176,56,169,50,229,252
240 DATA70,251,38,254,106,38,254,133
250 DATA252,18,10,161,252,18,10,38
260 DATA253,10,38,253,234,234,234,133
270 DATA252,166,254,184,147,192,133,254
280 DATA164,251,177,252,162,15,221,151
290 DATA192,240,4,202,16,248,96,173
300 DATA146,192,240,6,138,5,254,170
310 DATA208,8,138,73,255,5,254,73
320 DATA255,178,189,151,192,164,251,145
330 DATA252,96,1,1,2,4,8,32
340 DATA126,123,97,124,226,255,236,108
350 DATA172,98,252,225,251,254,160,0
360 DATA173,39,4,133,251,173,192,7
370 DATA133,252,162,39,149,255,3,157

```

```

380 DATA0,4,202,208,247,189,193,7
390 DATA157,192,7,232,224,39,208,245
400 DATA162,24,169,191,133,20,169,7
410 DATA133,21,160,0,177,20,160,40
420 DATA145,20,56,165,20,233,40,133
430 DATA20,165,21,233,0,133,21,202
440 DATA208,232,162,24,169,0,133,20
450 DATA169,4,133,21,160,40,177,20
460 DATA160,0,145,20,24,165,20,105
470 DATA40,133,20,165,21,105,0,133
480 DATA21,282,208,232,165,251,141,79
490 DATA4,165,252,141,152,7,96,9
500 DATA169,0,133,251,133,253,169,48
510 DATA133,252,169,208,133,254,162,8
520 DATA120,169,51,133,1,160,0,177
530 DATA253,145,251,136,248,249,230,252
540 DATA230,254,202,208,242,169,55,133
550 DATA1,88,96,0,0,0,0,0
560 DATA165,251,162,0,157,0,4,157
570 DATA0,5,157,0,6,157,232,6
580 DATA202,208,241,96,0,0,0,0
590 DATA169,1,168,145,43,32,51,165
600 DATA165,34,24,165,2,133,45,165
610 DATA35,195,0,133,46,76,94,166
620 DATA32,253,174,32,158,183,142,134
630 DATA2,32,253,174,32,158,183,142
640 DATA32,208,32,253,174,32,158,183
650 DATA142,33,208,96,256

```

```

1 CO=49528:FS=49480:BS=49200:SE=49200:BA=491
52
2 SYSCO,1,1,1:PRINT"THIS WAS WRITTEN F
OR P.C.W.":SYSCO,1,0,0
3 PRINTTAB(9)"BY GARY J. FOREMAN"
4 PRINT"THIS WAS WRITTEN F
OR P.C.W.":PRINTTAB(10)"WATCH THIS
SPACE...":REM 16 CRSR DOWN
5 R=5:NR=1:X0=15:Y0=35:GOSUB31
6 X=10:Y=19:X$=.1:Y$=1:L=16:GOSUB35
7 R=5:NR=.5:X0=30:Y0=25:GOSUB31
8 X=25:Y=.22:L=13:GOSUB35
9 R=5:NR=1:X0=30:Y0=25:GOSUB38
10 X=.48:Y=19:X$=-.3:L=24:GOSUB35
11 X=.48:Y=19:X$=.5:L=5:GOSUB35
12 X=.53:Y=19:X$=-.5:L=.5:GOSUB35
13 X=.53:Y=19:X$=.3:L=20:GOSUB35
14 FORA=1TO124
15 SYSBS:FORA=1TO25:NEXTT,A
16 FORT=1TO1500:NEXTT
17 A$="PCM":FORA=1TOLEN(A$)
18 POKE251,ASC(MID$(A$,H,1))-64:SYSFS:FORT=1
TO1500:NEXTT
19 FORT=1TO100:NEXTT,A

```

```

20 FORT=1TO500:NEXTT
21 SYSCO,1,1,5:PRINT"":SYSCO,1,0,0
22 PRINT"*****DEMO OF BAR ROUTINE"
23 PRINT"*****C BY GARY J. FOREMAN IN 1984"
24 FORA=0TO39
25 X=A:Y=INT(RND(1)*160)
26 POKE251,Y:POKE252,192+X:POKE253,7:SYSBR
27 NEXTA:FORT=1TO1500:NEXTT
28 INPUT"DO YOU WANT TO SEE IT AGAIN ";R$
29 IFLEFT$(R$,1)=Y"THEIRUN
30 END
31 FORA=0TO2*#NRSTEP#/#/25
32 X=COS(A)*R+X0:Y=SIN(A)*R+Y0
33 POKE251,X:POKE252,Y:SYSSE
34 NEXTA:RETURN
35 FORA=1TO1
36 X=X+XS:Y=Y+YS:POKE251,X:POKE252,Y:SYSSE
37 NEXTA:RETURN
38 FORT=1TO2*#NRSTEP#/#/25
39 X=COS(A)*R+X0:Y=SIN(A)*R+Y0
40 POKE251,X:POKE252,Y:SYSSE
41 NEXTA:RETURN

```



A plan view

What do you do when you've produced the most sophisticated arcade game ever seen on an 8 bit micro, breaking barriers in terms of graphics and game play?

Release it twice, I suppose. Ultimate, obviously unbowed by the critics who called *Sabre Wulf* a 'repackaged *Atic Atac*', have released *Alien 8* in the almost exact mould of *Knight Lore*, but I'm sure that they are confident that it will be a financial success whatever anyone says.

To be fair you can't expect them to abandon such an innovation, or spend a similar amount of time developing something new, after just one

game but it is something of a disappointment that they didn't alter the game play by including something different such as a bit of alien blasting, pursuing monsters, text input, whatever.

Indeed the two game obviously work on such a similar principle that I immediately tried to use the infinite lives poke for *Knight Lore*, Poke 53567,0, to see if it would work. However, there is one very apparent difference between the two - the turbo loaders. You need a short routine to get past the turbo loader and get the poke in, which I will be printing for *Knight Lore* very soon, but it doesn't work on *Alien 8*. It's probably worth the first of you who crack the new game trying the above Poke straight away.

However, some of the playing tips are applicable to both games, most importantly that you jump further with 'jump' and 'forward' pressed together than just with 'jump', and that when you have collected an object you can drop

it, stand on it, and by pressing 'jump' and 'pick-up' together you get a needed boost and keep the thing as well.

My personal feeling is that *Alien 8* is slightly better than *KL*. The graphics seem wittier, particularly the remote controlled robot and the Dalek mice, and the problems seem more subtle somehow. Indeed the movement of the central character is essentially 'robotic' and it's almost as though it was developed for a space age setting, but they were already committed to bringing out three *Sabre Man* games which got first pick.

Whether *Alien 8* is another ten pounds better than *KL* I don't know, but I suppose that if you look at it as 100-odd more screens of puzzles to work out then it is.

Anyway on to the important business this week - the MAP! Compiled by our intrepid *Knight Lore* scribes Nick Moore and Massimo Pilia of London, who must have worked like demons to get this done. As before we have

given you a plan view of the room layout, cutely spaced ship shaped it seems, showing starting points, cryogenic chambers, robodroids and object locations. There is not a table of which objects occur where this time, since there are only four types and you need to collect as many of them as you can. However, we have given a table of what object each valve needs and this is the same every time you play.

I don't expect this will make it any easier, just a little less frustrating.

The rumour is that, with these two games, Ultimate, perhaps understandably, feel that they have pushed the Spectrum to its limits so I don't expect we will see a comparable innovation with *Mire Mare* or *Pentagram*, as good as they doubtless will be.

As to whether the Spectrum has reached the end, I remember hearing that after *Jetset Willy* and I didn't believe it then either.

Tony Kendle

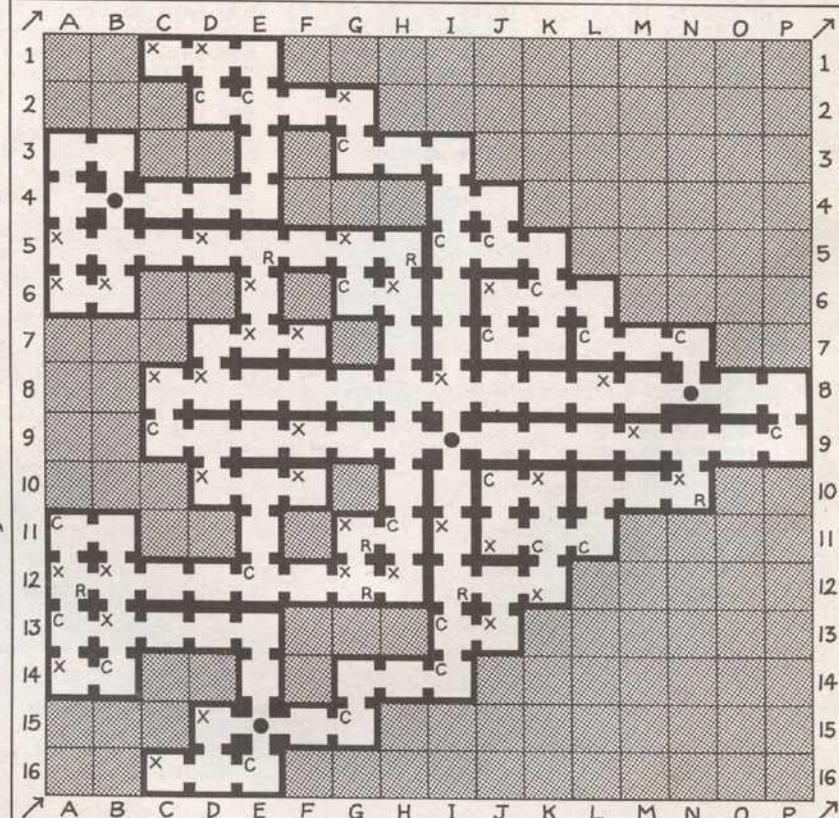
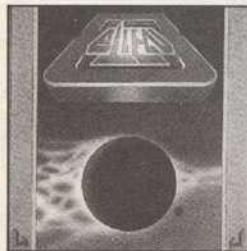
TABLE OF CRYOS AND VALVES

K6, L7, C9, J10, H11, A13
-DIAL
D2, I5, J5, E12, B14, I14
-PYRAMID
E2, G3, J7, N7, K11, G15
-CUBE
G6, P9, A11, L11, I13, E16
-DOME

KEY

- POSSIBLE START ROOM
- X - OBJECT
- R - ROBODROID
- C - CRYOGENIC CHAMBER
(SEE ABOVE)

DIAGRAM BY NICK MOORE AND MASSIMO PILIA



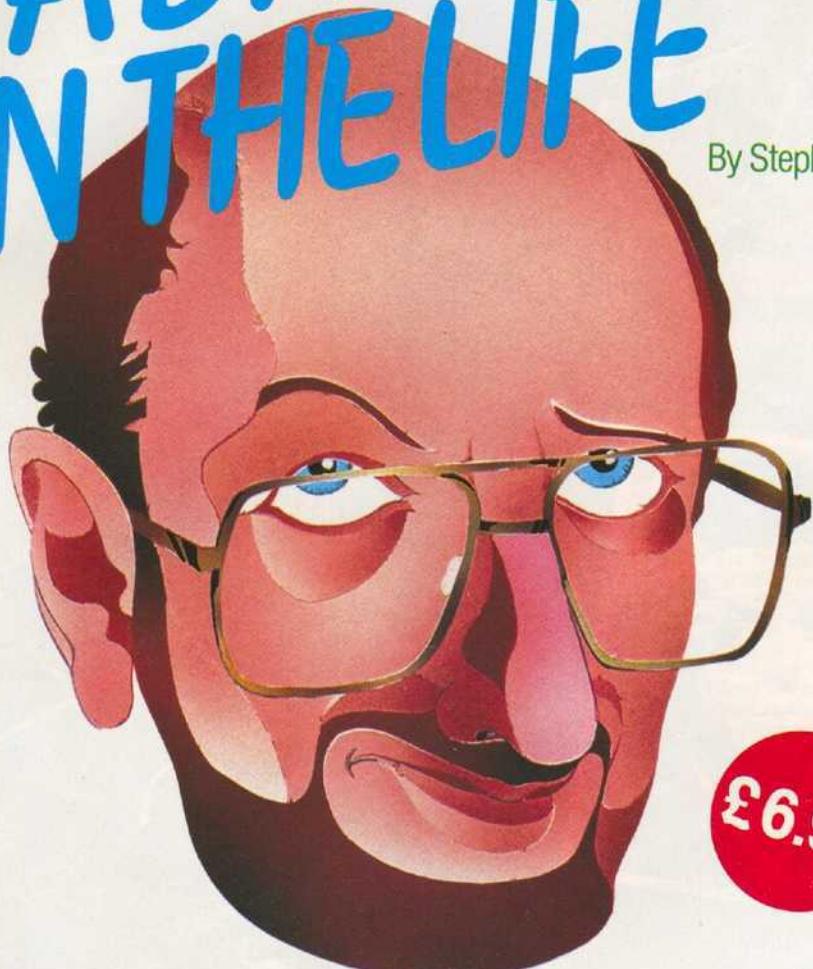


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Tony Bridge's Adventure Corner



Help and advice

The major piece of news this week is the opening of a shop devoted to adventurers. Any reader of the late, much lamented *Micro Adventurer* will be familiar with the name of Ken Matthews, whose witty and perceptive reviews and help did so much to enliven the magazine.

He has recently opened a shop in Gravesend called *The Adventurer's Guild* - stocking soft and hardware, it is nevertheless more than just another computer stockist. It is run by adventurers for adventurers, and, believe me, what Ken doesn't know about adventures is certainly not worth knowing! The shop also runs a highly efficient mail order service and offers healthy discounts on all its software.

So, those of you who can't get along to the shop (for help and advice on adventures and anything else to do with computers, or even just a cuppa) can ring Ken, or his equally knowledgeable partner-in-adventuring, John Miles, for help and advice in most adventures. *The Adventurer's Guild*, 26 Harmer Street, Gravesend, Kent, 0474 334008.

Colditz was released some time ago now, and comes from the Phipps stable - they've been quiet for some while, but have been responsible for some good adventures, including, of course, one of my own favourites, *Knight's Quest*. This one is worth looking at, for the gradual increase in tension and plot complexity.

Michael Shaw would like to know what to do with the Bath in the Washroom. As far as I can figure out, Michael, 28 (but I

couldn't resist *Take Bath!*). As for the Maze, East of the Sewer Pipe, you 5, 27, 23. Then you'll 20, 12, 34. Incidentally, in the Great Hall, 37, 25, 8, 31, which should open up a bit more of the adventure for you.

David Liddle, who, incidentally, has sent me a solution to *Valkyrie*, is trying to find the Jewelled Sword to kill the Eagle. I don't know if you've been peeking at the listing, David, or just made a mistake, but it is the Jewelled Spear you need. David offers help to anyone in *Valkyrie*, 17, *Colditz*, *Urban Upstart*, *Pharaoh's Tomb*, *Time Machine* and most of the Artic collection. Write to him (with SAE) at: 6/1 Hailesand Park, Edinburgh, EH14 2RL.

Speaking of Artic, Garry Mills had encountered a couple of problems in *Golden Apples*. To fix the bridge, 21, 7 (you'll need 12, 32, 4, 12, 19, 35, 12, 26, 24, 12, 22) and what to do at the cliff, 28.

S Coyne, from the Isle of Wight, is playing *Quo Vadis*, and has come across a couple of riddles. Maybe someone can help him to sort them out - here they are: *Tour Force Using Only A Knife To Eat An A One Solution; Binary Indecisions Between Silent Beginnings And Quiet Terminations*.

I can't help you much with these, Mr (Ms?) Coyne, but they look very crossword-like. The second one, particularly contains very well-known conventions. 'Silent' is probably pointing at 'h', 'k' or 'p', these letters often being silent at the beginning of a word, while the 'quiet ending' could be hinting at the musical term for quiet, 'Piano', abbreviated to 'p'. If you have solved the puzzles since you wrote, let me know your findings.

Now here's a real adventure freak (for which you may substitute, 'loony'!).

"After reading your Adventure Corner, I thought I'd wander down to the local store and get some adventures for my computer, the Amstrad. As you can guess, I didn't find many! However, I came away with *Fantasia Diamond* and *Gems of Stradivarius*, and now I am well and truly stuck in *Fantasia Diamond*, at 4.30 in the morning. My problem is that *%£@ Musical Door.

"But on the plus side, I'm glad to say that I've completed *Forest at World's End* and *Message from Andromeda*,

both from Interceptor and very good indeed. Finally, could you shed some light on another game from Interceptor, *Jewels of Babylon*? I've visited the village and found the match, some fruit and a spear. Problem - what do I do now? PS Any help at all in Level 9's *Adventure Quest* would be gratefully received. Anyone needing help in the three adventures I've completed may write, not forgetting the SAE, to Tony Brown, 20 Darent Walk, Bettews Estate, Newport, Gwent NP9 6SN."

Let's see if we can help you, Tony, so that you can at least get some sleep. First, *Fantasia Diamond* - to open the Musical Door, you'll have to be carrying 12, 24, 6, 26, 35, 10. Now, 3, 36, 25, 14, 10, 25, 33, 29, 18, 6, 15, 2. This may all be rather difficult to accomplish, what with people running in and out all the time, and you may have trouble getting everything together at the same time. Closing the curtain once they're all in may help. My thanks to Alan and Daphne Davis for these hints.

Adventure Quest - the silver ball is used to 30, 11 (remember Goliath). The onion - 1, 16. The wolves - 17, 12, 22. The sandworm is a tricky little blighter, the key to avoiding it being the fact that any non-movement command (*Score*, *Wait*, *Inventory* and so on) will cause it to recede. So when the sound of slithering sand gets close, just stand still and bide your time. You will need the sandworm's help very shortly, however, in getting rid of the Sphinx, so it's a blessing in heavy disguise.

Thanks to Hugh Walker, who also pointed out that each of the eight sections of the adventure represents a different element (Air, Fire, Earth and Water - twice each, of course). I really would recommend this adventure to any Amstrad owner who wants a bit of diversion. It's a typically well-planned and absorbing affair and will keep the most discerning of adventurers happy for weeks.

1 Eat 2 Floor 3 Give 4 From 5 Need 6 Book 7 Bridge 8 Enter 9 From 10 Violin 11 Giant 12 The 13 Wood 14 Conductor 15 On 16 It 17 Leave 18 Lay 19 Cave 20 Find 21 Repair 22 Forest 23 Candle 24 Green 25 To 26 Planks 27 Lighted 28 Nothing 29 Then 30 Scare 31 Fireplace 32 Rope 33 Violinist 34 Knife 35 And 36 Baton 37 Try

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This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure you cannot progress any further write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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FOR SALE Quango by Interceptor software, great graphics, smooth scrolling, superb sound, for your CBM64. For sale £4. Tel: Dave, 021 777 5023 or 45 Stoner Wood Ave, Hall Green, B'ham 2BZ OAX.

OSBORNE 1 CP/M computer, D/D with software, Wordstar, Supercell & utility disk. Tel: 247 9895, after 7pm only £475.

CURRAW Micro Speech for ZX Spectrum, boxed with manual, £23. Tel: 01-574 0345, after 5pm.

DISC DRIVE, Teac 40 track full height, complete with leads, manual, formatting disk for BBC, £60. Tel: Fareham (0329) 43969.

KEMPSTON Joystick and Interface plus sixteen top s/w titles. Worth £130, accept £65 o.n.o. Tapes include Hobbit, Phoenix, Death Chase, Mark Chambers, 22 Bedford Ave, Shaw OL2 7DW or Tel: Shaw 881122.

Spectrums for Sale

SPECTRUM software for sale, worth over £300, including Valhalla, The Hobbit, Hung, Lords of Midnight. All in excellent condition, plus £45 of books. Sell for £130.

48K ZX SPECTRUM, joystick Interface II, printer, mags, 80 programs (originals), boxed, excellent condition, low price. Tel: 01-590 8301, after 4pm.

48K SPECTRUM + Kempston Interface, £700 of s/w (original), inc Match Point, Knight Lore + Air Wolf. Under g'tee, £130 o.n.o. Tel: Noel, 0223 871 813, eves.

SPECTRUM original s/w for sale. Titles inc: Blue Mac, Sky Ranger, Ghost Busters, Havoc, Air Wolf, Space Art etc. Private sale only. Tel: Mark 0268 685212, after 5pm.

48K SPECTRUM + Microdrive + Interface, 1, 5 cartridges + sound box + turbo interface + s/w + dustcover + Programmable Interface + books + Currah Speech + tape to swap for CBM64 + C2N. Tel: Avatar 552 3983, after 6pm.

SPECTRUM SOFTWARE for sale. Over £180 worth of originals. First offer around £85 accepted. Will not split. Mr G. P. Craig, 19 Finlow Terrace, Fintry, Dundee DD4 9NQ.

SPECTRUM GAMES, Clearout of all my originals: Daley's Decathlon, Monty Mole, The Quill, Dark Star, Full Throttle, Pyjamarama, Factory Breakout, Lem MD 1, Dimension Destroyors, Tribble Trubble, Ad Astra. Tel: 01-899 7093, Richard.

FOR SALE for Spectrum, (1) Kempston 'E' Interface, 2 months old, boxed, £30. (2) 8" 56 way connector, hardly used, £5. Tel: Hawarden (0244) 537015, after 6pm.

SPECTRUM s/w for sale, System 1500, Lunar Jetman. Half price. Tel: 061 368 6935.

ZX SPECTRUM 48k, under guarantee, Fuller box with demo cass, Quickshot joystick + Cursor joystick, dust cover, £100 of s/w, 15 of mags. Fully boxed, G.C., £189 o.n.o. Tel: 01-803 1583.

SPECTRUM software for sale. Blue Max £4, Hampstead £4, Psytron £3, Pyramid £2.50, Beaky £2.50, 3D Star Strike £3, 3D Tank Duel £3. M. Bennett, 605 Ferndale Rd, Swindon, Wiltz SW2 1DP.

SPECTRUM software for sale. Valhalla, The Hobbit £6 each, all 3 Hungry Horace games, only £8 the lot. Chess and Backgammon only £6. All originals, perfect condition. Tel: 01-853 3247, 5-10pm.

SPECTRUM Plus, cassette recorder, Kempston Pro Joystick interface, Kempston 5000 Pro Joystick, software and manuals, all new, £150 o.n.o. Tel: Neil on 01-886 3052, after 6pm.

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Wishes to recruit 3 Programmers/Analysts to work in the heart of the Somerset countryside. We are particularly interested in people with experience of:

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SPECTRUM 48k, Saga Keyboard, interface 1, microdrive, 5 cartridges, 2X printer, sound amplifier, £700 of s/w + books. Seller £225 ono. Tel: Stafford 822969, after 6pm.

48k ISSUE 2, Spectrum, light pen, Fox programmable joystick interface, sound amplifier, cassette recorder, £80 software + magazines. Cost new £280, only £200. (All boxed).

VALHALLA for Spectrum 48k (original). Too difficult for me, £10. Call Ruislip 361955 evenings.

48K Spectrum, excellent condition, printer + 4 rolls of paper, cassette recorder, £700 s/w, sell for £250. Tel: Christchurch (0202) 488727.

ZX SPECTRUM 48k s/w Space Shuttle £5, Lunar Jetman £3. Tel: Canterbury 451241.

ORIGINAL Spectrum games for sale inc Technician Ted, Match Day + Ghostbusters. If interested ring David, Reading (0734) 661401 between 4-7pm.

EUREKA! New/boxed £9. Tel: 01-684

0391 after 6pm. Will buy Colossal Adventure (original only).

17 ORIGINAL cassettes for 2X Spectrum Inc Forth and cassettes + over 80 mags, £50. Will not split. Tel: 01-590 8300, after 4pm.

SPECTRUM 16k with original s/w, as new, boxed, £60 ono. Tel: 0474 61888, after 4pm.

48K Spectrum issue 2, plus lots of s/w including Ultimate MC, Books, Mags, AGF Joystick Interface + Data Recorder, worth £290, sell for £95 ono. Tel: Dartford 333443 after 5.30 will pay postage or deliver.

Wanted

SWAP CBM Plus 4, as new for CBM64 or sell for £200. Offers to Cpl Hayes, Supply Sqdn, RAF Uxbridge, Middle UB10 0RZ. Tel: 0895 37144, ext 6366, Mon to Fri daytime only.

WANTED BBC Model B. Tel: Mr Taylor 01568 7567.

AMSTRAD CPC464 (Green monitor) wanted. Please write to Jack Toumajian, 209 Castlecliffe, St Andrews, Fife KY16 9AJ.

SWAP 48K Spectrum for Multi-Mode CB rig complete with power supply, antenna, etc. Send details to Teed, 55 Loftus Road, London W12.

SWOP Office typewriter Imperial 90, mint, valued £300 for V20 printer and s/w also Banda 900 duplicator with stationery. Both for computer Elvin, 214 Horningslow Road, Firth Park, Sheffield.

WANTED Any bits and pieces s/ware, hardware for Vic 20. In fact, any item for this unit. Write Mr Elvin, 214 Horningslow Road, Firth Park, Sheffield SS6 5SG.

Commodores for Sale

VIC 20 + Cassette deck, 16K expansion + books + S/W + Cartridges, £100. Tel: 01-478 1541.

CBM 64, C2N Cassette Unit, Centronics interface, s/w + books, £170. Tel: 01-720 8626.

CBM VIC 20, cassette recorder, tapes, books, Chess cartridge, £80 ono. Tel: 01-940 9932.

COMMODORE PRINTER, boxed, only £65. Also floppy disks, new, unused, £1 each. Tel: Joe, 0925 818189.

VIC 20 + 3K + C2N recorder, joystick games, including Hunchback and Duckshot. Swap for portable colour TV. Tel: Southport 47252.

VIC 20 Stack light rifle, unused, with little s/w. Sell £20. Tel: Kendle 21503.

CBM Bridgemaster program, 3 cassettes, unwanted, original gift, still boxed, cost £25, best offer over £12. Tel: Jim, 0902 893084 anytime.

VIC 20, 16k switchable, C2N cassette unit, games + books + mags, £120 ono. Tel: 97 39223.

CBM64 £100, joysticks, £6 each, paddles £3 each, all offers considered. Tel: Andy, 940 9808, after 6pm.

CBM64, cassette deck, Quickshot 2 joystick, books and £140 of original software, worth £410, sell for £250 ono. Tel: Nott'n 866692, anytime.

CBM64 games including Valhalla, Falcon Patrol, Aztec Challenge. Tel: Paul on Ramsbottom 6473. Originals only.

COMMODORE 64, 1541 disk drive, C2N cassette unit, 1520 printer, plotter, joystick, software (disc) and manuals, magazines, £400 ono. Tel: Neil, on 01-886 3052, after 6pm.

CBM Vic 20 with 16k ram £50 ono. Kempston Interface £7 ono. Spectrum originals: Manic Miner £2.50, Atic Atac £3, Football Manager £3. Tel: Steven, Belfast 620453.

CBM64 software for sale, all original, top titles including Hunchback 2, Raid Over Moscow, Quo Vadis, 27 in all, worth £230+, asking price a mere £90 the lot. Tel: 051 521 5873 anytime.

16k Vic 20, C2N tape deck, games including Hopper, Asteroids, Mysterious Island etc, books, all leads, vgc, only £59. Tel: 0704 69383 (after 4.30pm), Philip Todd, 32 Lynton Road, Southport, M'side.

COMMODORE 64 easy script on disc, brand new, never used, £45 only. Also Return to Eden on cassette for CBM64, perfect condition, £5. Tel: 061 301 4043 anytime.

FUZE FUZED DEFUZED CONFUZED CONFUZION

ADVENTURE

HELPLINE

Velnor's Lair on Spectrum. How do I get past Velnor? What use is invisibility? M. T. Baker, 22 Elderbeck Close, Cheshunt, Herts.

Colditz on Spectrum. Any help wanted. Can offer help on Denis Through the Drinking Glass. J. Pedersen, 12 Charlotte St, Folkestone, Kent.

Sphinx Adventure on Electron. I can't make any general progress. David Bow, 16 Park Road, Bear Wood, Warley, West Midlands.

Urban Upstart on Spectrum. I have a flying suit and a book on flying, but nothing to fly. Andrew Malinowski, 5 Birch Park, Uxbridge Road, Harrow Weald, Middx HA3 6SP.

Hampstead on Spectrum. What do I do after buying the cottage for £10,000 (score 85%)? R. J. Atkins, 1 The Padlocks, Potton, Sandy, Beds SG18 2QD.

Valkyrie 17 on Spectrum. I cannot get the lamb, have a shower, or open the ski-hut. Robert Mowe, 25 Saxham St, Stowmarket, Suffolk IP14 5DA.

The House of Death on Atmos. How do I beat the mad axeman? How do I open the safe? R. Walker, 20 Brooklands Drive, Leftwich, Northwich, Cheshire CW9 8EN.

Forest at Worlds End on CPC 464. How do you cross the chasm? Steven Long, 77 Chiltern Cdns, Dawley, Telford, Shropshire, TF9 5ZQ.

System 15000 on C64. What do you do after entering password at Selena Securities? Paul Williams, 1 Llindia St, Henllan, Denbigh, Clwyd.

Snowball on CPC 464. How do you get through the doors which are too smooth to grip (and any other general hints)? Kevin Jones, 32 Derrymore Rd, Willerby, Hull HU10 9ES.

Eureka on Spectrum. In the Caribbean, how do I get into the plane before it takes off. I will help on any other Eureka! adventure in return for info. Anne Denham, 4 Kent Close, Diggles, Oldham, Lancs.

Voodoo Castle on Vic 20. How do I get the ju-ju bag, where is the book, missing page and doll? Chris Hall, 33 Cranes Park Road, Sheldon, Birmingham B26 3SE.

Sherlock on Spectrum. How do you prove Basil killed Tricia? How do you find the gun? How do you open the wall safe safely? Brian Forbes, 32 Northgate Quadrant, Balornock East, Glasgow G21 3QU.

Fantasia Diamond on CPC 464. Exit from cellar - stage 80 out of 400. Martin Unsworth, 145 Dore Avenue, Portchester, Fareham, Hants.

Heroes of Karn on C64. I have found Beren, but I can't find the magic mirror, enter the caravan or kill barrowight. Kevin Hebbard, 330 South Road, South Ockendon, Essex RM15 6EB.

Sorcerer of Claymore Castle on C64. How do you get rid of the moat monster? How do you get into the loft? I have the piece of metal. Neil Smith, 78 Chester Road, Chilvers Thornton, South Wirral, Cheshire.

Quest on Spectrum. I can never get across the bridge or in any castles. A. R. McDowell, 7 Third Avenue, Wellingborough, Northants NN8 3ND.

Dungeon Adventure on BBC. How do you get into the troll's room without being seen? How do you catch will o' wisp and what use are the bed and the face? Nick Darlow, Langley Country Hotel, Langley Rd, Ilfracombe, Devon EX34 8EA.

Barsak the Dwarf on Spectrum. How do you keep from dying of thirst, and how do you light the lamp? Debbie Barbe, Vista du Guet, Cobo Rd, Castel, Guernsey, Channel Islands.

Twin Kingdom Valley on BBC. How do you get to the bridge over the canyon? What significance has the short wooden rod? Lee Fredricks, 8 Nightingale Park, Warblington, Havant, Hants.

The Quest for the Holy Grail on Spectrum. 1) How do I get past the Knight of Nic? 2) How do I get off of my parachute after landing? V. Lansdowne, 78 Hadrian Road, Fenham, Newcastle upon Tyne NE4 9QL.

Eureka on Spectrum. Adventure 2 How to cure the leprosy? Adventure 3 What tune do I play, how do I say the wolf? (and any other help please). Mark Lambert, Mere Farm Grove, Oxton, Birkenhead L43 9QX.

Espionage Island on Spectrum. What two objects do I give the native woman and where do I find them? Jonathan Halifax, 17 Peakirk Road, Deeping Gate, Nr. Peterborough, Cambs.

Zodiac on Oric I can't get past the wall in the cave and can't do anything down the cellar. How do I wash the coal? How do I open the safe and vault? Anthony Jones, 129 Parc Road, Cwmparc, Rhondda, Mid-Glamorgan, South Wales.

Planet of Death on Spectrum. What do you do after you've found the spaceship? Anthony Jones, 129 Parc Road, Cwmparc, Rhondda, Mid-Glamorgan, South Wales.

Eureka on Spectrum. How do you make the uniform and ID card in Colditz? How do you get away with the hollow log in Prehistoric Times? Ralph Mabbett, 96 Rydal Drive, Bexleyheath, Kent DA7 5EB.

COMPUTER SWAP

COMPUTER SWAP

Please write your copy in capital letters on the lines below.

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Address

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All software offered through computer swap must be in original condition and for private sale only.

It cannot be swapped.

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Vic 20

- 1 (8) Mickey the Bricky (Firebird)
 - 2 (3) Perils of Willy (Software Projects)
 - 3 (4) Flight 013 (Craig Communications)
 - 4 (5) Duck Shoot (Master Tronic)
 - 5 (9) 3D Maze (Master Tronic)
 - 6 (6) Space Invaders (Bally)
 - 7 (-) New York Blitz (Master Tronic)
 - 8 (-) Max (Amiga)
 - 9 (-) Snake Bite (Firebird)
 - 10 (1) Doodlebug (Master Tronic)
- (Compiled by Websters Software)

Commodore 64

- 1 (-) Chiller (Master Tronic)
 - 2 (3) Booty (Firebird)
 - 3 (-) BMX Racers (Master Tronic)
 - 4 (2) D.T. Decathlon (Ocean)
 - 5 (1) Seaside Special (Tasker)
 - 6 (4) Ghostbusters (Activision)
 - 7 (6) Fighter Pilot (Digital Int.)
 - 8 (9) Raid over Moscow (US Gold)
 - 9 (7) Frak (Statesoft)
 - 10 (-) Beach Head (US Gold)
- (Compiled by Websters Software)

Spectrum

- 1 (1) Booty (Firebird)
 - 2 (6) Technician Ted (Hewson)
 - 3 (7) Airwolf (Elite)
 - 4 (-) Ghostbusters (Activision)
 - 5 (-) Alien 8 (Ultimate)
 - 6 (-) Match Day (Ocean)
 - 7 (-) Pole Position (Atari)
 - 8 (8) Football Decathlon (Ocean)
 - 9 (-) Football Manager (Addictive)
 - 10 (-) Chiller (Mastertronic)
- (Compiled by Websters Software)

Dragon 32

- 1 (2) Manic Miner (Software Projects)
 - 2 (1) Hunchback (Ocean)
 - 3 (-) Chuckie Egg (A & F)
 - 4 (-) Space Invaders (Ocean)
 - 5 (-) O' Level Maths (Amsoft)
 - 6 (-) Frogger (Microdeal)
 - 7 (4) Buzzard Bait (Microdeal)
 - 8 (-) Leggit (Imagine)
 - 9 (-) Area Radar Controller (Amsoft)
 - 10 (-) Advanced Basic Tutor (Amsoft)
- (Compiled by Websters Software)

BBC B

- 1 (1) Football Manager (Addictive)
 - 2 (3) Castle Quest (Micropower)
 - 3 (2) Scrabble (Leisure Genius)
 - 4 (4) Manic Miner (Software Projects)
 - 5 (10) Mr EEE (Micropower)
 - 6 (-) Jet Pac (Ultimate)
 - 7 (6) Pole Position (Atari)
 - 8 (-) Erik & the Viking (Mosaic)
 - 9 (-) Challenger (Mastertronic)
 - 10 (-) Castle Quest (Micropower)
- (Compiled by Websters Software)

Atari

- 1 (1) Attack of Mutant Camel (Llamasoft)
 - 2 (3) Space Fight! (Hi-Tech)
 - 3 (4) Encounter (Centresoft)
 - 4 (2) Zaxxon (Centresoft)
 - 5 (5) O'Reilly's Mine (Centresoft)
 - 6 (7) Gridrunner (Llamasoft)
 - 7 (-) Krany Kopter (English Soft)
 - 8 (10) Steeple Jack (English Soft)
 - 9 (-) Barry Builders (English Soft)
 - 10 (8) Diamonds (English Soft)
- (Compiled by Websters Software)

Amstrad

- 1 (8) Dark Star (Design)
 - 2 (6) Jewels of Babylon (Int. Micro)
 - 3 (4) Centre Court (Amsoft)
 - 4 (5) Technician Ted (Hewson)
 - 5 (9) Blagger (Alligate)
 - 6 (3) Flight Path 737 (Amiga)
 - 7 (7) Space Invaders (CIB)
 - 8 (6) Software Star (Addictive)
 - 9 (-) Star Commando (Amsoft)
 - 10 (1) Manic Miner (Software Projects)
- (Compiled by Websters Software)

Event	Dates	Venue	Admission	Organisers
Second 6809 Colour Show	Mar 30-31 10.00am-6.00pm	Royal Horticultural Hall Westminster, London SW1	£2.50 adults £1.50 children	Computer Marketplace 01-930 1612
Independent QL User Group Workshop	March 31	University Arms Regent St. Cambridge	10.00am	Brian Pain 0908 964271
Northern Computer Show	April 16-18 10.00am-6.00pm	Belle Vue Manchester	Free in advance from organisers	Reed Exhibitions 01-643 8040
Apple 85	May 9-10 10.00am-6.00pm May 11 10.00am-4.00pm	Novotel London W8	Free in advance from organisers	Database Publications 081-456 8383
Electron & BBC Micro User Show	May 9-11 10.00am-6.00pm May 12 10.00am-4.00pm	New Horticultural Halls London SW1	£3.00 adults £2.00 children	Database Publications 081-456 8383

Readers' Chart No 15

- | | |
|--|---------------------|
| 1 (2) Knight Lore (<i>Spectrum</i>) | Ultimate Activision |
| 2 (1) Ghostbusters (<i>Spectrum/C64</i>) | |
| 3 (4) Manic Miner (<i>Spectrum/C64/Amstrad/MSX/Dragon</i>) | Software Projects |
| 4 (-) Alien 8 (<i>Spectrum</i>) | Ultimate |
| 5 (-) Jet Set Willy (<i>Spectrum/C64/Amstrad</i>) | Software Projects |
| 6 (-) Skool Daze (<i>Spectrum</i>) | Microsphere |
| 7 = (7) Match Day (<i>Spectrum/C64</i>) | Ocean |
| = (-) Technician Ted (<i>Spectrum</i>) | Hewson |
| 9 (5) Underwurld (<i>Spectrum</i>) | Ultimate |
| 10 (-) Booty (<i>Spectrum/C64</i>) | Firebird |

Winning phrase No 15: "Tramiel isn't big - he's huge!" from D Brain, Barnhill Road, Liverpool who wins £25. Other contenders, who came close but unfortunately didn't win: "Thatcher kisses miner" (James Mashiter, Blackburn); "Error in Basic Line ten" (C Jones, Maesteg); and "Bet Maggie 'n hot-Ron cruise it!" (David Parkinson, Wolverhampton).

Now voting on week 17 - £25 to win

Each week *Popular* is compiling its own special software top ten chart - compiled by YOU.

And each week we will send £25 to the person who sends in, with their chart votes, the most original (witty, neat or clever - but never rude) phrase or sentence made up from the letters (you don't have to use them all) in the titles of the top three programs in this week's chart, published above.

You can still vote in the chart without making up a slogan - but you won't be in with a chance of winning the prize.

All you have to do is fill in the form below (or copy it out if you don't want to damage your magazine) and send it off to: Top 10, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

Voting for Week 17 closes at 2pm on Wednesday March 20 1985. Entries received after that time will not be eligible for inclusion in that week's voting. The judges decision is final. Only one entry per individual per week will be allowed.

Name **My top 3: Voting Week 17**

Address 1

..... 2

..... 3

My phrase is:

New Releases

MINDSHADOW

Activision has recently launched two new adventures for the Commodore on disc. Both are graphically illustrated text adventures with sophisticated language analysis, and both cost £19.99. Of the two games, *Mindshadow* and *The Tracer Sanction*, I chose the former to have a look at.

Mindshadow begins with your awakening on a desert island with no memory and no past – find out who you are and what you're doing there as you try the adventure. The first thing that is apparent is that this is a very professionally (and amusingly) produced product. On the disc there is a well-constructed training mode that takes you through some of the basic ideas of adventuring, illustrating some typical problems and showing you how to find clues to the answers.

The next noteworthy point is that the graphics are excellent; well-designed with much use of shading and air-brush-like effects. Another nice feature – a special quicksave specifically designed for those 'will I? won't I?' moments when you know that doing something is either



Activision

going to kill you or crack a difficult problem. You simply do a quicksave and try out your idea – if not, you load back the last position in seconds.

The adventure is devious and large with around 50 possible trails in the first three locations. In short, the whole thing is an excellent professionally produced product and why do I always have to end Activision reviews with the following: it's too expensive.

Program Mindshadow

Price £19.99

Micro Commodore 64

Supplier Activision

15 Harley House

Marylebone Rd

London NW1

AMSTRAD HOBBIT

There's not much that can be said about *The Hobbit* that won't have already been said a thousand times. It is a superb adventure that is a perfect blend of atmosphere, sophistication, graphics and classic adventure problems that has been surpassed by little in the nearly three years since it was first released.

Over the past few months, versions have been released for the MSX machines and now the Amstrad. The Interceptor games have shown just how stunning Amstrad graphics can be with ultra high detail in superb resolution on the monitor.

It has to be said that *The Hobbit* on the Amstrad has nothing like as good graphics as it could have – instead, you get roughly what the Spectrum had three years ago. I think that's a shame and it reflects a certain lack of effort – the Amstrad Hobbit could have been the best.

Nevertheless, if you have an Amstrad and want to know what all the fuss was about, buy it.

Program The Hobbit

Price £14.95

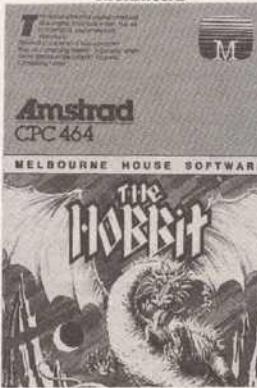
Micro Amstrad CPC464

Supplier Melbourne House

Castle Yard House

Castle Yard

Richmond



BAND ON THE RUN

Give my Regards to Broad Street was a film about which many people had unkind things to say while a good section of the general public clearly enjoyed it. I didn't see it. The program of the film is now available released for the Spectrum and Commodore by Argus Press.

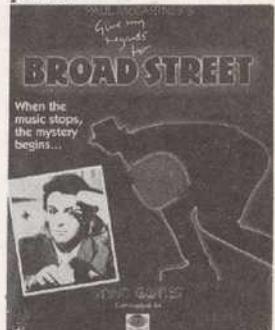
Movie spin-offs have frequently been dire and I held out little hope for this one – it seemed to smack of plenty of big bucks to buy the rights and nothing to back it up with programming skills and inventiveness. But no.

Give my Regards to Broad Street is actually a very good game and it's fairly well programmed – it has more original ideas than anyone could reasonably have expected. The main section of the game

consists of a scrolling map of London (simplified somewhat) around which you (playing Paul McCartney) must drive trying to meet up with other characters from the film.

It's partly a matter of driving the car, but mainly a question of reasoning from the potted histories in the leaflet what character is going where – the screen tells you what tube station the character has entered and the time of day you have to get to the tube you think they'll exit from before they do. If you manage to get to the right station before the character does, you get out of the car and the scene changes to a picture of the tube entrance with you looking quite a lot like PM strolling back and forth.

Meet the character and you get a part of the tune of the title – get the entire tune and you have to take it to Abbey Road to be mixed, another puzzle.



It's frenetic and frustrating as you zoom around the city looking for the tube and arriving (usually) too late or at the wrong tube. In other words it's pretty addictive.

Curiously, the worst aspect of the game is the music which is (mostly) *Band on the Run* – the likes of the

This Week

Program	Type	Micro	Price	Supplier	The Tracer Sanction	Ad	Commodore 64	£19.99	Activision
Angelique	Ad	Amstrad CPC464	£6.50	Nemesis	Tir Na Nog	Ad	Commodore 64	£9.95	Gargoyle Games
Brawn Free!	Ad	Amstrad CPC464	£2.00	Nemesis	Ice Palace	Ad	Commodore 64	£7.95	Creative Sparks
The Hobbit	Adv	Amstrad CPC464	£14.95	Melbourne House	Mama Llama	Arc	Commodore 64	£7.50	Llamasoft
Flight Simulation	Arc	Amstrad CPC464	£11.95	Myrddin Software	Pole Position	Arc	Commodore 64	£9.95	US Gold
Jammin'	Arc	Amstrad CPC464	£8.90	Taskset	Regards to Broad St	Arc	Commodore 64	£7.99	Argus Press
Caveman Capers	Arc	BBC B	£7.95	Icon Software	Super Huey	Arc	Commodore 64	£9.95	US Gold
Mindshadow	Ad	Commodore 64	£19.99	Activision	C64 Forth +	Ut	Commodore 64	£14.95	Melbourne House

New Releases

Ghostbusters music has led one to expect a lot from the Commodore and the music on the game is, well, lame. It plods along with no sense of dynamics and detracts from the game. Apart from that, a good game.

Program Give my Regards to Broad Street

Price £7.99
Micro Commodore (also Spectrum)
Supplier Argus Press Software, Liberty House, 222 Regent Street, London W1R 1DB

LLAMA MIA

There comes a time where every reviewer has to own up - after reading through the many lines explaining the plot of *Mama Llama* several times, I am still baffled. This is what I've got so far: the plot, incomprehensible, involves simulated video games on a planet called Led-Zepp 1V (was that the one with *Stairway to Heaven* on it?), first part of game is a grid in which you choose what planet and how many aliens you want to fight. Part two sends you to the planet where you defend

MAMA LLAMA



commodore 64

your Llama offspring from attack from various kinds of alien, one of which looks like a buffalo.

However there are things called Antigenesis devices and Retrogenesis devices, which seem to be the Minter equivalents of smart bombs in that they reduce the number of aliens in certain ways. There appears to be all kinds of strategic elements to the way the game is played and it zaps like crazy. Beyond this, I don't dare to comment.

Program Mama Llama

Price £7.95
Micro Commodore 64
Supplier Llamasoft Software, 49 Mount Pleasant, Tadley, Hants

JAMMIN'

One of the most underrated game ever for the Commodore 64 was the wonderful *Jammin'* from Taskset. It has now converted it for the Amstrad which, although equipped with a marginally less powerful sound chip, does have the virtue of being able to have sound routed through your hi-fi.

The game revolves totally around music and is essentially very simple - travel round the screen dodging bum notes and collecting instruments. Each screen is a different maze based on the idea of colours. There are variously coloured moving platforms - you may get on to one only of the same colour but leave on to any colour, so you have to think about the way through each maze.

All the above is only really your standard arcade stuff. However, it is lifted by a brilliant soundtrack, a sort of infectious jazz riff that begins as

Pick of the week

THE HERO IS BACK

Tir Na Nog was one of the most impressive original games of last year, marvellous graphics and animation, complex plot and a range of ways of playing it made it one of the top five Spectrum games of 84.

Now it has been converted to the 64 so exactly you'd think you were looking at the same game. Some small sound effects have been added, but Gargoyle, probably rightly, have decided that continuous music would have

detected from the game. The plot is based on authentic Celtic myth and the stories of Cuchulainn the Hero in particular. The task is to locate and re-unite the fragments of the Seal of Calum. This proves to be a complex task since some of them are in the keeping of other characters in the game. There are plots within plots and tasks within tasks, and the various objects to be found in the Other World may have many or no uses. It all happens graphically as you move Cuchulainn around the world, hair waving in the wind (wait till you see the animation).

If you want a state of the art graphics adventure on the Commodore, look no further and await with baited breath the sequel, *Dun Darach*, due soon on the Spectrum.

TIR NA NOG



GARGOYLE GAMES
Commodore 64

Program Tir Na Nog

Price £9.95
Micro Commodore 64
Supplier Gargoyle Games, 74 King Street, West Midlands DY2 8QB

a lurching rhythmic pulse and is added to as you collect each instrument - the baddie bum notes add discords if they get you. In this way the music reflects the whole game and makes it utterly addictive.

Program Jammin'

Price £7.95
Micro Amstrad CPC464
Supplier Taskset, Freepost, Bridlington YO16 4PR

CAR CURE

Leaving aside the question of whether the Spectrum actually gets better programs than other machines, one thing is certainly true, the range of products is certainly wider. Only on the Spectrum would you get *Acupuncture Stress Points* or *Know your Rabbits IQ* - less esoteric but still illustrating the point is *Car Cure* by Simtron.

This program is an expert

This Week

The Mystery House	Ad	Dragon	£1.99	Touchstone Soft
QL Sprite Generator	Ut	QL	£19.95	Digital Precision
QL Super Monitor	Super			
Backgammon	Ut	QL	£15.95	Digital Precision
Jack in Magician	Ad	Spectrum	£18.95	Digital Precision
A Day in the Life	Arc	Spectrum	£6.95	Turtle Software
Bruce Lee	Arc	Spectrum	£7.95	Micromega
Thermonuclear	Arc	Spectrum	£5.95	Zircon Software
Spectrum M/C System	Ed	Spectrum	£7.95	Roybot

Car Cure	Ut	Spectrum	£7.95	Simtron
Williamsburg Adv	Adv	C16	£3.99	Microdeal
Mansion Adventure	Adv	C16	£3.99	Microdeal
Cuthbert in Space	Arc	C16	£6.95	Microdeal
Arena 3000	Arc	C16	£4.99	Microdeal
Tombs of Doom	Arc	C16	£6.95	Microdeal
Twin Kingdom Valley	Adv	C16	£6.96	Bug-Byte

Key: Ad - adventure. S - strategy-simulation
 Arc - arcade. Ut - Utility
 Ed - education.

New Releases

system (well since this is the Spectrum 48K, let's call it a fairly knowledgeable system) which helps you diagnose faults on your car. Basically, you tell it what you know about the problem and it leads you through further questions until you reach an inevitable conclusion about the cause - it'll then tell you what level of skill you'll need to correct, often offering the helpful (if optimistic) advice that "you can do it".

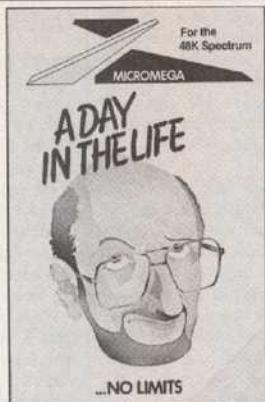
There are two approaches you can take to your problem - the part or the symptom. That is you can follow an investigative line by beginning with, say, brakes or by 'car won't start'. Further questions eliminate possibilities and, theoretically, give you your answer.

The database of information is fairly full (900 faults and 300 symptoms) and incredibly easy to use (it all works by menu choices with a cursor). Inevitably it isn't going to contain everything that could occur but it's certainly not bad. £9.95 is probably a bit expensive. Potentially useful though.

Program Car Cure
Price £9.95
Micro Spectrum
Supplier Simtron
4 Clarence Drive
East Grinstead
West Sussex
RH19 4RZ.

CLIVE'S AHEAD

The latest release from Micromega poses some problems. Although it has several nice features, I found it technically uninspired and a joke which, funny for a minute or two, soon wears thin and leaves you with a very ordinary collect and



dodge game. However, I should add that other think it's wonderful, but then they think the joke is funnier than I do.

A Day in the Life is a narrative tale - the story of an average day in the average life of animated sprite head which looks not unlike Sir Clive. The sequential aspect of the game is one if its good points; the way the tale continues from screen to screen links them together and makes for a more complete seeming game, eg, the train you have to catch on one screen brings you into the platform in another episode and so on.

Each screen consists of sprites you have to dodge and objects you have to collect. Its timing is in the *Manic Miner* style, but it lacks the precision and could do with a graphic designer working on some of the screens. Certainly not bad, but don't buy it for the joke and don't expect anything technically staggering.

Program *A Day in the Life*
Price £6.95
Micro Spectrum
Supplier Micromega
230-236 Lavender

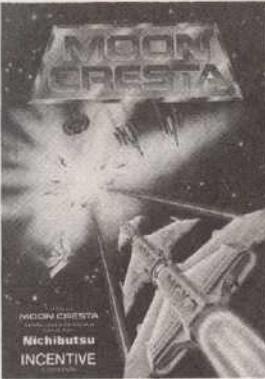
Hill
London SW11 1LE

CRESTA RUN

Moon Cresta is Incentive's purist version of the venerable arcade classic *Moon Cresta*. The reason for this unlikely similarity of titles is that Incentive have licensed the game officially (ie, they paid money) and so do not have to call it Galactic Swoop or Bird Attack or Firebirds from Hell or similar.

Moon Cresta, the arcade game, represented the state of the art around five years ago and consisted of basic blam, blam, blam, dodge as aliens swooped towards you, formed into patterns, swooped again and you blasted them as best you could, level after level. These days it looks a bit simplistic but something about the pace of the game makes it extremely addictive.

The Incentive *Moon Cresta*



is a near perfect recreation of the original which is quite an achievement on the Spectrum - not a colour clash problem in sight. Everything is right, the design of the shapes, the pace of the game, the difficulty of the levels and, most

surprisingly of all, the sound which mimics the blurs and whooshes of the original, using the Spectrum bleep. It's a zap game of the highest order.

Program *Moon Cresta*
Price £6.95
Micro Spectrum
Supplier Incentive Software
54 London Street
Reading RG1 4SQ

NO HEADING

Creative Sparks latest offering for the Commodore 64, *Ice Palace*, is set in a kingdom which is forever in winter. You must collect the seven pieces of the Ice Crown which are hidden throughout the evil Ice Queen's Palace. If you succeed, you will break the spell of eternal darkness and turn winter into summer.

It sounds like a cross between C S Lewis's *The Lion, the Witch and the Wardrobe* and John Christopher's *World in Winter*. However, it is just the setting for another adventure - an arcade game with adventure overtones - in almost Ultimate style.

You have to manoeuvre through a series of hexagonal rooms, aligning the doorway of one room with the door of another. You must also avoid the Queen's servants who will do their best to knock you off in double quick time.

A complicated game at first, but worth the trouble in getting to know it better. Seven levels of play.

Program *Ice Palace*
Price £6.95
Micro Commodore 64
Supplier Creative Sparks
Thomson House
296 Farnborough
Road
Farnborough
Hants

This Week

Activision, 15 Harley House, Marylebone Road, London NW1. 01-486 7588. **Alligata**, 1 Orange Street, Sheffield, S1 4DW. 0742 755796. **Amsoft**, Brentwood House, 169 Kings Road, Brentwood, Essex. 0277 230222. **Argus Press**, Liberty House, 222 Regent St, London W1R 7DB. 01-439 0666. **Bug-Byte**, Mulberry House, Canning Place, Liverpool. 051 709 7071. **Creative Sparks**, Thompson House, 296 Farnborough Rd, Farnborough, Hants. 0252 543333. **Digital Precision**, 91 Manor Rd, Higham, London E17 5RY. 01-527 5493. **Gargoyle Games**, 74 King Street, Dudley, West Midlands. Dudley 238777. **Icon Software**, 65 High Street, Gosforth, Tyne & Wear. **Llamasoft**, 49 Mount Pleasant, Tadley, Hants. 07356

4478. **Melbourne House**, 39 Milton Trading Estate, Abingdon, Oxon OX14 4TD. 0235 835001. **Microdeal**, 41 Truro Road, St Austell, Cornwall. 0726 73456. **Micromega**, 230-236 Lavender Hill, London SW11 1LE. 01-223 7672. **Myrddin Software**, PO Box 61, Swindon SN5 8BG. 0793 40661. **Nemesis**, 10 Carlow Road, Ringstead, Kettering, Northants NN14 4DW. **Roybot**, 45 Hullbridge Rd, Rayleigh, Essex SS6 9NL. 0268 771663. **Simtron**, 4 Clarence Drive, East Grinstead, West Sussex RH19 4RZ. **US Gold**, Unit 10, The Parkway Ind Centre, Heneage Street, Birmingham B7 4LY. 021 359 3020. **Zircon Software**, 2 Wendling Rd, Sutton, Surrey. 01-641 7102.



A brick wall

Like many others, I recently decided that it was time for me to get into computing. Although I have owned a jolly good programmable calculator (TI 59) for many years, I still felt that I was computer naive.

Further ammunition required to purchase one was provided by my eight year old son who felt I should rub shoulders with the new technology.

The hard part was to decide which computer to buy. The proliferation of good machines makes the choice extremely difficult.

I think that it is true to say that we would all be very happy if there was just one micro to buy, whichever it happened to be. On top of that, we would benefit by having just one big fat and cheap magazine to buy, one basic dialect to learn, MSXing all of the software, etc, etc.

My great fear is that the big three machines, Spectrum, BBC and Commodore will hold back technology by the virtue of their great asset, which is their old age. That sounds like a contradiction, until you equate age with software base.

I finally bought the Amstrad two months ago, after studying a great number of magazines and test reports, on the basis of the information that it was a good all round performer at a competitive price. However, I still suffer from the nagging doubt of software support. I can't ever see it being as well supported as the Spectrum.

As time passes, the Amstrad does seem to be selling well, which bodes well for the future. But what of the many other excellent 'new' computers, eg. Memotech, Enterprise,

etc? It's going to be hopeless with all these machines, each supported by relatively small groups - too small to interest the software houses.

It is interesting that there are numerous other cases of software holding back technological advance; with good reason too, I'm starting to believe.

Videos. Betamax is technically better than VHS, and is said to produce a better picture and is cheaper into the bargain. But VHS was first in, and has the 'software' support.

Record players. LP's and tapes (musical software) are vastly inferior to the best compact discs - but look at the software base against which it has to fight! At least the manufacturers agreed groove dimensions, speed, etc, otherwise they would be in the same mess as the computer business.

Languages. This is the biggest 'software' immovable, software restricted area. The English language could be regarded as Basic with many dialects; American, South African, Australian and so on. Forte is French, 'C' is German, Pascal is Greek . . . ad nauseam.

Esperanto is Basicode or MSX and is very unsuccessful, tragically. Imagine - with Esperanto, the entire population of the world would only have to learn two languages; mother tongue plus Esperanto, in order to communicate with everyone on the whole planet.

Isn't that logical? It's so obvious, it has to work . . . but, of course, it doesn't.

Languages have to be the biggest megabrick wall in history. We are lucky speaking English, which is a good Basic - imagine being stuck with Icelandic.

MSX is a good effort at producing a computer Esperanto, but is on too small a front, being initiated in one country.

Doesn't Basicode provide the answer? All we need then is a different loader program for our different machines. Alternatively, let's all write in machine-code, then at least all Z80 machines will be roughly compatible. Something must be done soon.

Assume that another five brilliant machines are launched in 1985. Dare anyone buy them? Won't they all end up in fragmented groups which are impossible to support? And should I have bought a Spectrum/Commodore 64/BBC?

Frank Marshall

Out for a duck

Puzzle No 149

When Lower Dodderswell play Flitchbury at cricket, it is an event supported enthusiastically by both villages, and gives rise to much debate for many months afterwards. Indeed, last year's match is still hotly discussed in the Cobblers Arms, although many of the facts have now become distorted through time and an alcoholic haze!

For example, no one can agree on who scored what for Flitchbury in the last match nor how many players were out for a duck.

What is certain is that they were all out for a total of 100 runs, and that, of those players who scored, their individual totals were either 15, 17, 23, 24, 39 or 40 runs.

In other words, a player, who made runs, achieved one of these totals and no other, although it is not certain that any one of these given totals was necessarily a total that was actually scored.

Can you discover how many of the team scored runs, and what their individual scores were.

Solution to Puzzle No 144

Each shirt cost Sammy £5.11, so his profit on each was £4.88 or £351.36 on all six-dozen.

```

10 FOR A=1 TO 9
20 FOR B=0 TO 9
30 LET T=A*10000+6790+B
40 LET N=72
50 LET P=T/N:P=VAL(STR$(P))
60 IF P=INT(P) THEN PRINT N,
70 NEXT B
80 NEXT A

```

Reducing all values to pence, we need to find the value of N , such that $N \cdot 72$ gives a five-digit answer, the middle three digits being '679'. The program works by substituting the two missing digits by means of the two *For/Next* loops, and checking to see if this figure divided by 72 will give an integral answer. Any value so found will represent the cost price of one shirt.

Winner of Puzzle 144

The winner is J P Martin of Maidenhead, Berks, who receives £10.

The Hackers



AMSTRAD 4600
ZX SPECTRUM 6581
COMMODORE 64/128

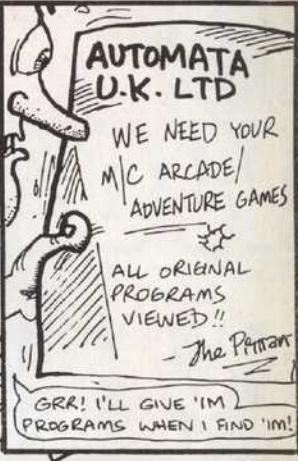
WORLD SERIES BASEBALL



Imagine Software is available from:

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